MSHX

Marvel Super Heroes
Expert Edition

MSH Encyclopedia

Vol I – Characters (N to Z)

1st Edition - 16th Jan 1999

MXE-1n

Contents

Contents 3
Introduction 4
How to Read This Book 5
Character Submissions 6
Namor, the Sub-Mariner 7
Neptune 11
Onslaught 13
Perun 15
Phoenix I 17
Phoenix II 19
Professor X 21
Punisher 25
Quasar 27
Red Raven 33
Scarlet Witch 35
Sefton, Amanda 37
Shadowcat 39
Shadow King 43
Sidewinder 47
Spider-Woman II 49
Spirit of '76 51
Spitfire 53
Spyder 55
Strong Guy 57
Sundragon 59
Super Nova 61
Super Sabre 63
S'ym 65
Szardos, Margali 67
Taki 69
Talon 71
Tarantula I 73
Tarantula II 75
Thing 77
Thor 79
Thor (Alternates) 85
Tombstone 87
Topaz 89
Trick Shot 91
Typhoid Mary 93
U-Man 95
Union Jack II 97
Urthona 99
Vagabond 101
Valkyrie 103
Venom 105
Viper 107
Vision I 109
Vostok 111
Warrior Woman 113
White Queen 115
Widget 117
X-Babies 119
Ymir 123
Zaladane 125
Zeus 127

Introduction

Here it is, hot on the heels of part one, the second half of the first edition of the MSHX Character Encyclopedia.

This volume has been split into multiple parts. At this time, these are parts "am" and "nz" – the letters designate the alphabetical range of characters in the book. As the books grow with later updates, there will be more splits.

Because of the size of this volume, the sheer number of characters, and the amount of history behind each of them, there are bound to be mistakes. If you have any suggestions or comments, feel free to send them in – check out the *Character Submissions* section for contact details

Please note, as this is an ongoing development, many entries are incomplete or out of date. However, rather than leave characters out we decided it would be best to give you what information we do have. In addition, a large number of entries are missing additional stats and rules changes from MSHX. You'll notice little "Editorial comments" in square brackets from time to time, indicating areas that require more research. Rather than hide these notes, it seemed best to let everyone know where the known problems are, so you can deal with them if you need to use that character.

All characters will eventually be brought up to date as part of an ongoing. There were also far too many characters submitted for inclusion that could fit into this book (at least, not if we wanted to get it out on time, so we had to draw the line somewhere). Therefore, we've tried to make as good a mix as possible – mutants, aliens, great powers, and (fairly) normal people; from eras past, present, and future.

It's been just about possible to include a character starting with every letter of the alphabet in this book's range. The next step will be to begin updating entries to the current day, completing those left half-finished, and adding in some of those that didn't make it into the first release.

New and updated characters can be found in "MSHX Update", which will be available for free download through the MSHX web site. These changes will eventually be incorporated into the next edition of the Encyclopedia.

MSHX Update will be issued bi-monthly, and as well as containing character updates will also have news of other areas of the MSHX project, and addenda for other MSHX books as they become available.

Finally, thanks to everyone on the Marvel RPG mailing list for all of their support and encouragement.

MSH Encyclopedia Vol I: Characters
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How to Read This Book

You will begin your education at around the age of four or five. After a number of years at various schools, you'll be in a position to come back and start on this book. Unfortunately, if you haven't begun the prerequisite education yet, you probably aren't able to read this anyway.

Character entries are mainly of the same format as you may remember from the Gamer's Handbook of the Marvel Universe.

Contacts and Talents entries are either lists of the appropriate type, or are written in plain English. Where the latter type has been used, individual talent and contact names have been written in **Bold** for clarification (and for those of you who just want the stats and don't care to read the full description). We are gradually moving towards the latter type of entry. An asterisk (*) next to a talent means that the person in question has world-class abiltiy in that talent.

Every character has been printed onto a separate sheet (some have even spread onto two or more sheets), so you can detach those you wish to use from the book (or print from the online version) without ruining another character. There are no group entries, except where a number of characters do not usually act as individuals.

The date listed in the "Author" section is the date the entry was added into the book, not the date of writing or submission. This should allow you to easily piece together a ring binder full of characters from various releases of the Encyclopedia, and know which one is the latest.

Character Submissions

This book is kept up to date by the efforts of dedicated players and judges. Without their input you would not be holding this book in your hands (or viewing it on your monitor) right now.

If you wish to make a contribution towards the continuation of this project, you can do so by writing a new character entry, or by updating an existing out-of-date one.

Before you start to do any serious work on this, please contact the editor (Matt@fleethq.demon.co.uk) to ensure that you're not duplicating effort being put in elsewhere. You can also request a list of characters that are needed for the next release.

Character submission templates in MS Word '97 format are available from the MSHX website (http://mshexpert.nemesis.ml.org at time of writing, but this is moving to http://www.mshx.eu.org at some time in the future). Templates in other formats may be available from the editor at the email address above.

In addition, the MSHX project is looking for a number of dedicated individuals to work continuously on monitoring individual comic books for changes that need to be made to character entries. If you'd like to volunteer to do this, please contact the editor at the address above, specifying which book(s) you'd like to cover. You may form a group to cover a single book if you wish, or may choose to cover a team without a current book of their own.

Namor, the Sub-Mariner

Statistics:

F	IN(40)
A	RM(30)
S	AM(50)
E	IN(40)
R	GD(10)
I	RM(30)
P	IN(40)
Health:	160
Karma:	80
Resources:	AM(50)
Popularity:	50

Background:

Real Name: Namor McKenzie, Prince of Atlantis
Occupation:
Adventurer, monarch of Atlantis
Legal Status:
Atlantean citizen with a criminal record in the United States
Identity: Secret
Place of Birth: Atlantis
Marital Status: Single
Known Relatives:
McKenzie (Father, Deceased), Fen (Mother, Deceased),
Namora and Namorita (Cousins, Namora is Deceased)
Base of Operations: Mobile
Past Group Affiliations: the Invaders, the All-Winners Squad, Avengers
Present Group Affiliation: None

Known Powers:

Amphibious Respiration:
Namor has the ability to breathe in either air or water. This puts him at an advantage as compared to his Atlantean brethren, who need a special breathing apparatus in order to function on the surface of the earth, or even humans, who need similar gear to operate underwater.

Body Resistance:
The flesh of the Sub-Mariner is much more resilient to injury than that of either humans or Atlanteans, and as such, Namor has this power At Good (10) rank.

Electrical Generation:
Although a seldom used ability, Namor has the power to generate electrical blasts from his body, and can do so at Remarkable (30) ability, inflicting like Stunning Energy damage to his target.
This is particularly devastating under water, and this power can affect all targets within Namor's area when in use. Furthermore, it should be noted that Namor, thanks to this power, also has Remarkable (30) rank resistance to Electrical attack himself.

Resistance to Pressure Variance:
Namor's body is equipped to deal with the extreme water pressures of the ocean depths, and he can survive indefinitely on the ocean floor without injury upon resurfacing above the ocean depths. He is resistant to such forces at Amazing (50) rank.

Resistance to Cold Attacks:
Due to his hybrid genetic makeup Namor is more resistance to cold then humans are. He can withstand cold of up to Excellent (20) intensity (which can be found on the ocean floor) without harm to himself, and has like resistance to attacks using cold 'energy'.

Super Swimming:
Namor's powerful legs can move him at speeds of up to Typical (6) speed when swimming in water (45 miles an hour, 3 areas/round).

Water Freedom:
Namor is completely at ease in the water, and as such, receives no penalties for operating within it. This can be a tremendous disadvantage to people that Namor drags into the deeps with him, as they aren't as ... Fluent ... in underwater activity as he is, unless they, too, have this power.

Winged Flight:
Namor's ankle wings (a mutation that only occurs in human / Atleantean hybrids) allow him to fly at Poor (4) speeds (40 miles an hour, 4 areas/round), and enables him to lift 2 tons while in flight (treat the effective Strength in flight as Incredible 40 rank).

Equipment:

Atlantean Jet Craft: a vehicle not unlike the Avengers Quinjet (and since the designs were so similar, it is safe to assume that the engineers of the Quinjet paterned the look after Namor's Vehicle). It had Vertical Take-Off and Landing (v.t.o.l.) capability, and rarely seemed to need refueling. The Jet needed a crew of 2 and could comfortably hold up to 8 people. The Jet Craft had the following vehicular capabilities:

Control: RM(30)
Speed: MN(75, 30 areas/round)
Body: EX(20)
Protection: GD(10)

Quirks:

Arrogance: Namor is arrogant and doesn't take well to those he doesn't know are merely giving him grief. Like Tolkein's dwarfs, Namor never forgets a friend nor forgives an enemy, and must pass a Psyche FEAT roll at -1 CS in order to put his attitude aside for any length of time.

Talents:

Atleantean Sciences:
Namor is well-versed in the use and application of Atlantean technology, and as such, he make all applicable FEAT rolls concerning the use or knowledge of devices of this variety at a +1 CS.

Ichthyology:
Namor knows all about the marine life in the seas, and as such, can identify any undersea life form on sight. This applies to all common and fantastic undersea life forms, and Namor need not make a FEAT roll identify such creatures.

Languages / Atlantean, English, and German:
Namor can speak these three languages fluently, though natives can tell that these languages aren't his native tongue (if the pointy ears and winged ankles weren't enough).

Oceanography:
Namor knows more about the oceans then any surface dweller ever thought of trying to learn. He knows every major landmark belonging to the sea floor, and can identify them on sight, without a FEAT roll.

Pilot:
Namor knows how to pilot his own Jet Craft and presumably knows how to repair it in the event something should happen to it. He makes aerial maneuvers at a +1 CS to the applicable FEAT roll.

Political Skills:
Namor was born into the royal courts of Atlantis, and as such, knows about Politics and how to deal with politicians. He makes Popularity FEAT rolls for non-hostile politicians at a +1 CS.

Underwater Combat:
More adept at undersea fighting than one would imagine possible, Namor can make all combat rolls at a +1 CS while submerged in a liquid medium.

Contacts:

Namor was a member of the Invaders and as such has contacts with them, the Liberty Legion, the U.S. government During WW2. Afterwards he made friends with Invisible Woman, the Fantastic Four and the Avengers. Namor always had contacts with the Atlantean Homeland.

Additional Notes:

Role-Playing Notes:

Namor is a firm believer in honor and is a fierce patriot. He is capable of rampages of terror and dislikes anyone who might call his honor into question. He has a nasty temper and probably shouldn't be provoked (though people invariably do...).

Namor (continued)

History:

In 1920 McKenzie, as captain of the Oracle, led an exploratory expedition into the icy waters of Antarctica's Weddel Sea. While clearing ice floes he inadvertently blasted and destroyed part of the undersea kingdom of the Sub-Mariners. Fen boarded the ship with the intention of learning about her enemy but soon fell in love with McKenzie. The two were quickly married.
Worried for his daughter's safety, the emperor ordered a small troop of Atlantean soldiers to board the ship and seize the princess. During the fracas that ensued MacKenzie was shot down. The Atlanteans fled with Fen and the crew of the Oracle hastily blasted their way through the ice floes to escape the demon-haunted waters.

Before the start of the New Year, Fen gave birth to Namor, whose name means Avenging Son; a name that was to represent what was expected of him when he grew to manhood. The first mixing of Atlantean blood with that of Surface Dwellers produced a strange and powerful result. Faster and stronger than either parent, the young prince also developed the power of flight after the sudden appearance of wings on his ankles.

When Namor was 20, the emperor sent him to wage a one man war on the surface dwellers. Namor invaded New York and soon ran into serious opposition in the form of the Human Torch. But it was the comely and brave policewoman Betty Dean who eventually convinced Namor to channel his hate for mankind towards Hitler's Nazis and the Axis powers.

Soon Namor was fighting alongside the Human Torch and Captain America as a member of the Invaders. After the war, this group was briefly reconstituted as the peacetime All-Winners Squad but soon disbanded. Namor himself was eventually rendered an amnesiac derelict following a confrontation with Paul Destine (alias Destiny), and when his memory was restored decades later in a chance encounter with the modern-day Human Torch, the confused Namor renewed his war with the surface world.
For years thereafter Namor divided his loyalty between his fellow Atlanteans and the good of all people, variably battling with or against the heroes of the "surface world", but eventually made his peace with the humans--though he was not fully welcome in either Atlantis or among humanity.

It was during a period of exile from Atlantis that Sub-Mariner's old Invaders teammate, Captain America, offered him membership in the Avengers. The Sub-Mariner accepted, sparking a public outcry from his detractors and past victims, but he eventually stood trial for his past misdeeds and was found not guilty by reason of temporary insanity due to an emotional imbalance inherent in his amphibious physiology. Namor took steps to regulate this imbalance thereafter, though he remains a fiery-tempered individual.
Well before his final court hearing, Namor had taken a leave of absence to be with his new bride, the alien adventurer Marrina, and a contingent of dissident Atlanteans whom they had led in establishing a new undersea colony. He soon returned to the Avengers' ranks along with Marrina after Neptune scattered their undersea colony on behalf of Zeus (who wrongfully pursued a grudge against the Avengers at the time). When Marrina mutated into a gigantic, murderous sea monster whom Namor was forced to slay, the Sub-Mariner left the group to mourn her. He has been an inactive reservist since then, serving on an irregular basis.
More recently, he was among the many Avengers lost and presumed dead in battle with Onslaught.

Author:

Keith Kilburn and Denny Hill, Jan 1999

Neptune

Statistics:

F	SH X(150)
A	UN(100)
S	AM(50)
E	SH Y(300)
R	MN(75)
I	MN(75)
P	UN(100)
Health:	600
Karma:	250
Resources:	UN(100)
Popularity:	10 (100 with sailors and Atlanteans)

Background:

Real Name: Neptune
Other Aliases: Poseidon
Occupation: God of the Seas, patron god of Atlantis
Legal Status: N/A
Identity: Believed to be mythical by the general public of Earth
Place of Birth:
Marital Status:
Known Relatives:
Base of Operations:
Past Group Affiliations:
Present Group Affiliation:

Known Powers:

Immortality:
CI 1000

Invulnerability:
In (40)

Water Breathing:

Water Freedom:

Talents:

+1CS Reason related to knowledge of oceans and everything in them.

Contacts:

Contacts

Additional Notes:

History:

Author:

Gary Hall, Jan 1999

[history req.]

Role-Playing Notes:

Neptune is the sole Olympian god with a flourishing body of worshippers. He acts as patron god of the Atlanteans and of fishermen who, at the least, offer him begrudging acknowledgement. Like his brother Pluto, Neptune has staked out a major realm where he prefers to spend his time.

Onslaught

Statistics:

F	RM(30)
A	RM(30)
S	UN(100)
E	CL1000
R	UN(100)
I	SH-Y(200)
P	CL1000
Health:	1160
Karma:	130
Resources:	IN(40)
Popularity:	-20

Background:

Real Name:
Charles Xavier / Erik Lensherr
Occupation: N/A
Legal Status:
Not legally recognized
Identity:
Place of Birth:
Marital Status:
Known Relatives:
N/A
Base of Operations:
Past Group Affiliations:
Present Group Affiliation:

Known Powers:

Mental Powers:
Onslaught posseses all of Xavier's mental powers at Sh-Z rank, this includes:

- Mind Blast,
- Telepathy,
- Mental Probe,
- Mental Invisibility,
- Mind Control,
- Power/Psionic Detection.

Astral Travel:
Onslaught can enter the astral plane at will and can force people with him with CL1000 ability. By doing this he can take his material body with him.

Psionic Armor:
Onslaught has psionic armor that acts as Mn protection vs. all physical attacks and Sh-X vs. mental.

Flight:
Onslaught can fly Unearthly speed.

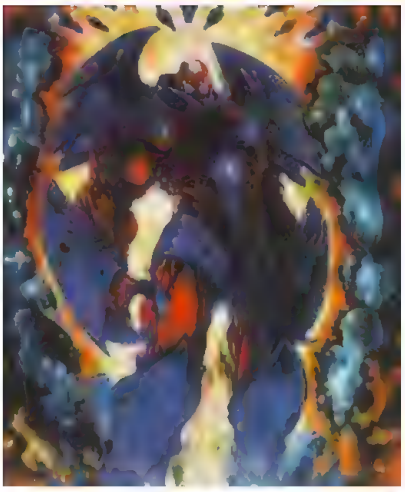
Reality Alteration:
When he combined with Franklin Richards, Onslaught gained Class 1000 reality alteration powers.

Magnetic Control:
Sh-X

EM-Pulse:
Probably as a part of Magneto's powers Onslaught was able to send an EM-pulse of Sh-X intensity over the whole of New York. This shorted out all sorts of electrical equipment and did Un damage to all electronically based heroes (like Iron Man and Vision)

Internal Dimension:
Onslaughts interior is a pocket dimension which exists partly on the astral plane and partly on the material plane. It's a Sh-Z prison and Onslaught can use the powers of those trapped inside at their fullest potential.

Onslaught probably has a few more yet undefined powers at ranks from Mn to CI1000.



Talents:

Onslaught has access to every available scientific and mental talent.

Contacts:

Xavier and Magneto's contacts are listed on their individual entries. Onslaught has no contacts.

Additional Notes:

Author:

Lady Arakne, Jan 1999

Sources:

[history req.]

Role-Playing Notes:

History:

Perun

Statistics:

F	RM(30)
A	GD(10)
S	AM(50)
E	AM(50)
R	TY(6)
I	TY(6)
P	TY(6)
Health:	140
Karma:	18
Resources:	
Popularity:	0/25 in former USSR

Background:

Real Name: Valeri Sovloyev
Occupation: Occupation
Legal Status: Status
Identity: Identity, Public/Secret
Place of Birth: Place
Marital Status: Status
Known Relatives: Relatives
Base of Operations: Mobile
Past Group Affiliations: Groups
Present Group Affiliation: None

Known Powers:

Alter Ego:
Valeri Sovloyev can transform into Peryn by touching an enchanted icon (a coin). Valeri is a normal human with Ty stats.

True Invulnerability:
Ex (20) resistance to physical attacks, heat, cold, radiation, poisons, aging, and disease. Ty (6) resistance to energy attacks.

Flight:
In (40), 20 areas/round

Lightning Bolts:
Am (50). He can generate bioelectricity which he usually channels through a conductive medium such as an axe

Equipment:

Axe:
In (40) strength material, In (40) blunt damage, Ex (20) edged damage. Perun can bounce the axe off of solid structures to do special trick shots, or to cause it to return to him at the end of the round. Such trick shots require a bullseye result on an Agility FEAT roll.

Talents:

Weapon Specialist (Axe)

Contacts:

Additional Notes:

Role-Playing Notes:

History:

Perun was the Slavic god of thunder. He was the son of the lord of the Slavic pantheon, Svarog the sky god. When Christianity began to convert the Russian people, Svarog decided the time had come for the Slavic gods to leave the mortal plane. He ordered his fellow gods to retire with him to an extradimensional realm. Perun, however, was unwilling to leave the mortal world behind. With the aid of Loria, the sorceress, Perun created a magical coin. This coin would allow Perun to change places with its mortal holder.

Many different mortals possessed the coin over the years. The latest bearer of the coin is Valeri Sovloyev. Sovloyev is understandably reluctant to periodically surrender control of their shared existence, but has founds himself unable to rid himself of the icon, and is always persuaded to use it when Russia has need of Perun's power. Perun is a founding member of the People's Protectorate. He boasts constantly during battle that he is Lord of Thunder and Master of Elemental Lightning.

Author:

Andy Morrow, Jan 1999

Phoenix I

Statistics:

F	IN(40)
A	IN(40)
S	RM(30)
E	SH-Y(200)
R	GD(10)
I	RM(30)
P	CL1000
Health:	310
Karma:	1040
Resources:	AM(50)
Popularity:	-50
Appearance	AM(50)

Background:

Real Name: Phoenix
(if you're looking for Rachel Summers, see *Phoenix II*, for the "real" Jean Grey, see *Phoenix III*)
Other Aliases: Jean Grey
Occupation: Cosmic entity
Legal Status: Not recognized by any Earth-bound agency.
Identity: Secret
Place of Birth: Unknown
Marital Status:
Unknown, and possibly not applicable
Known Relatives:
Unknown, and possibly not applicable
Base of Operations:
Past Group Affiliations: X-Men
Present Group Affiliation:

Known Powers:

The Phoenix Aura: when any power is used, this firey raptor aura appears, it can cover from 1 to 1000 areas, and is composed of Un Cosmic flame.

(Note: the powers below have a practical limit of Un. If that limit is exceeded by Jean Grey, she mus make a Yellow Psyche FEAT or be transformed into Dark Phoenix.)

Absorption Power:
Cl 1000 (no other power may be used that turn)

Elemental Conversion:
Cl 1000

Energy Control:
Un (all forms of energy)

Gateway:
Instantaneous wormhole to any whhere in the universe.

Immortality:
The Phoenix always rises from the ashes

Kinetic Bolts:
Un rank, 100 miles

Matter Manipulation:
Un(100)

Molecular Rearrangement:
Un(100)

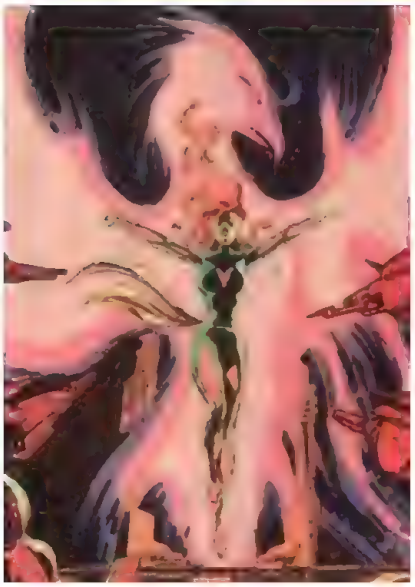
Regeneration:
Un(100)

Self Sustenence:
Cl 1000

Telekinesis:
Un(100), limited to line of sight, all stunts.

Telepathy:
Un (20.000 miles) all stunts

Weather Control:
Un(100)



Talents:

Fashion, Astronavigation, Resist Domination, Piloting, Starship Helm Control, Martial Arts A/D

Contacts:

The original Phoenix had all the contacts available to Jean Grey at that time, most notably the **X-Men**.

Additional Notes:

Role-Playing Notes:

Phoenix has a schitzoid personality; she is torn between the
desire to experience it all, and her concious, moral control as the
ordinary Jean Grey. She found herself prey to ordinary human frailties,
but on a cosmic scale. She is possibly one of the most powerful Beings Cosmic.

History:

The Phoenix is a cosmic entity, an embodiment of emotion of all sentient beings in the universe, wheather for creation or destruction. It has nearly limitless power

During an attack by Sentinals on the X-Men at a space station, the X-Men had to escape back to earth on a space shuttle, passing through an extraordinary solar flare with lethal radiation. Jean Grey (Marvel Girl) willingly sacrificed herself so that the others, Scott Summers (Cyclops) in particular, would live.

Sensing Grey's strong desire to save the others, the Phoenix visited the dying woman, and offered to use its powers to save the X-Men in exchange for an unstated price. Grey was unsure, but agreed. The Phoenix became an exact duplicate of Jean Grey and Marvel Girl went into a coma.

Phoenix guided the shuttle back to earth where it crashed in Jamaica Bay, near New York City, and "Jean Grey" emerged from the waters in her Phoenix guise.
The X-Men believed that Grey had returned to them, meanwhile the true Jean Grey lay in a cocoon at the bottom of the bay, comatose, slowly healing to be revived several years later by the Avengers.

Shortly after the shuttle crash, Professor Xavier and the X-Men travelled to the Shi'ar Empire where the crazed Emperor D'Ken was about to use the M'Krann Crystal to obliterate the cosmos. The Crystal is a tesseract (hyper dimensional construct) within which the normal laws of the universe do not function. Within the Crystal, held in magnetic stasis, lies a so-called "Neutron Galaxy", whose supercompressed gravity is so powerful that it would suck the universe into itself were it released. D'Ken had triggered the destructive process, but Phoenix had entered the Crystal, and drawing upon the X-Men's love and Grey's innate courage, it repaired the disintigrating stasis field, thus saving the universe.

Phoenix served as a member of the X-Men, but as Grey had never been trained to deal with power on the scale of the Phoenix, the Phoenix itself had difficulty coping with its own powers. This weakening was exploited by the criminal Mastermind, a member of the Hellfire Club who used his illusion powers and a device created by Emma Frost to implant dark, suppressed fantasies in Phoenix's mind. This eventually transformed "Grey" into the Black Queen of the Hellfire Club.

Phoenix soon freed itself from Mastermind's control but she could't free herself from the darker side of her personality that Mastermind had unleashed. She eventually evolved into the ruthless, merciless Dark Phoenix.

As a rite of passage, Phoenix defeated the X-Men in battle and left to explore the cosmos. There she destroyed an inhabited star system, by causing its sun to supernova, and defeated a Shi'ar capital ship with rediculous ease. Still she was left with a feeling of restlessness, so she returned to earth to explore Jean Grey's personality and come to grips with what she was and what she'd become. There she was subdued by Professor X, who limited the power of the Phoenix with psychic "circuit breakers", but as soon as he had cured the Phoenix, the Shi'ar showed up, ready to destory Pnoenix for the destruction of the D'Bari. Xavier called for trial by combat, between the X-Men and the Imperial Guard instead.

During the battle, the X-Men were defeated one by one, until only Cyclops and Grey were left. When Cyclops fell, the Phoenix emerged. The X-Men tried to subdue it, but couldn't. And unwilling to destroy her friends, and unable to control the dark passions of the Dark Phoenix, the entity committed suicide of it's physical form with an ancceint Kree weapon.

This was not the end, however. The Phoenix entity, in repayment of it's debt to Grey tried to return the portion of her personality it had borrowe, which included the memories of the Dark Phoenix. Horrified, though still comatose, Grey rejected it, and the Phoenix left abruptly, eventually finding Madelyne Pryor (Mr. Sinister's clone of Jean Grey). It bequeathed those memories to her, which eventually lead to her downfall. Again, the Phoenix appeared to Grey, and offered her that part of herself, which she finally accepted.

Phoenix's daughter from an alternate universe, Rachel Summers, eventually called up on the legacy of the Phoenix, and appears to have been rewarded with access to at least some of the Phoenix force. Firebird, a reserve Avenger, also received a firey visitor upon the night of "Jean Grey's" death.

Author:

Lady Arakne, Jan 1999

Sources:

Phoenix II

Statistics:

F	GD(10)
A	EX(20)
S	GD(10)
E	IN(40)
R	GD(10)
I	RM(30)
P	MN(75)
Health:	80
Karma:	115
Resources:	PR(4)
Popularity:	
Appearance	RM(30)

Background:

Real Name: Rachel Summers
Occupation:
Legal Status:
Identity:
Place of Birth:
Marital Status:
Known Relatives:
Base of Operations:
Past Group Affiliations:
X-Men, Excalibur
Present Group Affiliation:

Known Powers:

Telekinesis:
Mn (all stunts)

Telepathy:
Am (all stunts). Can also cause herself or others to be invisible through telepathic means with power rank ability.

Mutant/Power Detection:
Am(50)

Flight:
Mn(75) in athmosphere/
Sh Z in space

Self Sustenence:
Mn

Regeneration:
In(40)

Energy Control:
Mn(75)

Time Travel:
Mn(75)

Talents:

Fashion, Resist Domination, Acrobat, Martial Arts C/E, Aerial Combat

Contacts:

.

Additional Notes:

Role-Playing Notes:

Rachel Summers has been a deeply troubled young woman, trying desperately to gain a sense of normalcy in her life despite her horrific background.
Because she has been a denizen of two alternate realities, she worries about what is real. She is extremely protective of her freinds, and can enter a berzerker fury if they are threatened. She is ill at ease around her "parents" Scott Summers and Jean Grey, and though she longs to have a relationship with them, she avoids them when possible.

History:

One summer morning, when Rachel was still a child, the X-Men's base of operations, the Xavier Institute was attacked and demolished by federal troops (Senator Robert Kelly, a rabid anti mutant supporter had been assassinated, causing widespread paranoia and hatred of mutants... the Days of Future Past scenario). The only survivor of the attack was young Rachel, whom soldiers found next to the corpse of Professor Xavier. They used drugs to neutralize Rachel's budding psionic powers.

Later she was tortured, brainwashed and undoubtedly raped in prison, eventually being conditioned to be a 'hound', who was forced to use her psionic abilities to hunt down other mutants. In the process, Rachel occasionally killed mutants herself, and it is know that some of those were people close to her. Rachel's 'owners' had her face marked with a peculiar pattern of tatoos that marked her as a hound, and as with other 'hounds', she was forced to wear a collar and leash. Her grief, shame and anguish over the deaths of her friends and family left her bitter and intolerant toward human beings who persecute mutants and others.

Eventually, Rachel was placed in the South Bronx Mutant Containment Facility, where she used her psi abilities to create an illusion that she didn't bear the markings of a 'hound'. She rejoined the surviving members of the X-Men and was instrumental in their plan to end the Sentinel's reign, by attempting to alter history. Rachel used her powers to exchange the mind of the adult Kate Pryde with the adolescent Kitty Pryde of the "mainstream" universe, the chosen time period was during Kitty's adolescence, just before the attempt on Kelly's life. Kate was able to warn the X-Men and aid them in preventing the assassination of Kelly by Mystique and the Brotherhood of Evil Mutants.

Kate then returned to her own body/time upon which she found in her native timline, that the other remaining X-Men, save for Rachel, had all died in an attack on the Sentinels HQ in Manhattan. Kate then hypnotized Rachel into using her powers to tap into the Phoenix force, and send herself back in time when Kate used the trigger world "Dark Phoenix". Thus Kate Pryde hoped that Rachel herself could change history. Together, Pryde and Rachel, pursued by guards, locked themselves inside a lab (the walls were proofed against Pryde's phasing ability) of Project Nimrod itself.

Rachel believed herself and Pryde to be trapped, but Kate used the post-hypnotic trigger that caused Rachel to transport herself back into the past. Project Nimrod's creation: the Sentinel called Nimrod then apparently killed Pryde and attempted to project itself back into the past to track Rachel.

Rachel found herself transported through time to a time shortly before the present. but in the "mainstream" reality. She went to Xavier's but couldn't bring herself to stay there in the wrong reality. She eventually went to Manhattan where she was pursued by the psychic vampire, Selene, also Black Queen of the Hellfire Club. She was rescued by the X-Men and joined their team, and told her story, but for a time, only Magneto knew of her activities as a "hound".

Rachel was shocked to learn of the "death" of Jean Grey, in this reality, and her 'father's' subsequent marriage to Madelyne Pryor. While visiting the home of her 'grandparents' in this reality, while they were absent, she discovered the Shi'ar holo-empathic matrix crystal that Lilandra had given them. This crystal was imbued with an imprint of "Grey's" personality, and refusing to believe that her "mother" could be evil, Rachel decided to claim the name and power of Phoenix as her birthright. She chose to, through her own actions, redeem herself and the Phoenix entity in this reality. In was in this moment she took the name Phoenix, and first manifested the "flame bird" aura of the entity. It has been speculated all along that Rachel, who was born of the psychically inhibited "true" Phoenix of her reality, has been able to tap into a portion of the Phoenix force.

Rachel's fellow X-Man, Wolverine, injured her to prevent her from murdering Selene in the heat of passion, subsequently, Rachel located the Boddy Shoppe...run by Spiral, and requested that she be rendered amnesiac. She performed for Mojo for a time, before returning to Earth. She was pursued by Warwolves who sought to recapture her.

She found herself in London, and initially had encounters with Technet, who were after her at Saturnyne's prompting. She re-aquainted herself with Nightcrawler and Shadowcat, going on with them to form Excalibur in conjunction with Capt. Britain and Meggan.

She served as a power source for Widget on a number of journeys collectively called the Cross-time Caper, in a couple of them, she met alternate versions of her mother, Jean Grey. Eventually, she battled Necrom for the 'other half' of the Phoenix force, reuniting the entity into a unified whole, apparently giving it much needed stability, though it nearly cost her her life.

The Phoenix, still linked to her, journeyed into outer space, to giver her mind and body a chance to heal, though she did eventually chose the red/gold "Dark Phoenix" costume, and returned to earth mind and body whole. She continued to adventure with Excalibur, eventually reconciling with Scott and Jean on who she was and where she was from--even to the point of attending their wedding.

Soon after, she voluntarily exchanged places in the time stream with Capt. Britain who'd been missing, and went on to become the Mother Askani (see the adventures of Cyclops and Phoenix) and raised young Cable (Nathan - the son of Cyclops and Madelyne).

Author:

Lady Arakne, Jan 1999

Sources:

Professor X

Statistics:

F	PR(4)
A	GD(10)
S	TY(6)
E	RM(30)
R	IN(40)
I	AM(50)
P	MN(75)
Health:	50
Karma:	165
Resources:	RM(30)
Popularity:	20
Appearance:	TY(6)

Background:

Real Name: Charles Francis Xavier
Occupation: Educator, Researcher
Legal Status: US Citizen.
Identity: Publicly known as a researcher and mutant specialist. Identity as a mutant is not publicly known.
Place of Birth: New York City
Marital Status: Consort to Majestrix Lilandra of the Shi'ar
Known Relatives:
Brian and Sharon (parents, deceased), Cain Marko (stepbrother, Juggernaut), David Charles Haller (son, aka Legion, deceased)
Base of Operations:
Xavier Institiute, Salem Center, NY
Past Group Affiliations:
Starjammers
Present Group Affiliation:
X-Men

Known Powers:

Telepathy:
Xavier is the earths premier natural telepath. He has Un(100) telepathy with the following power stunts:

- Mindprobe at –1CS
- Invisibility at –1CS
- Mental Blast at –1CS
- Alter/erase Memories at –1CS
- Mind Control at –1CS
- Telelocate at at –3CS
- Mental Illusion at –1CS
- Paralysis at –1CS
- Erase Fatigue at –3CS
- Mindlink at –2CS

Limited Telepathic Link:
CL 1000 to Lilandra, unlimited distance within this dimension.

Astral Projection:
Mn(75)

Psionic/Mutant Detect:
Am (4 areas)

Psi Screen:
Sh Z

Telekinesis:
Pr (4) (aids him in walking in legbraces/crutches)

Talents:

Genetics, Medicine, Electronics, Engineering, Biology, Psychiatry, Education, Anthropology

Contacts:

SHIELD, Moira McTaggert, Gabrielle Haller, Magneto, Fantastic Four, Shi'ar Majestrix Lilandra, Starjammers, and most any of his former students.

Additional Notes:

Role-Playing Notes:

Xavier has devoted himself to the perservation and training of mutants. The battle between good/evil mutants is a side effect . He presents an image of a stern, reserved, but basicly caring person, and while he was paralized or not, his personality didn't change. He has a tendency to bottle up his emotions, and suppress the negativity within himself. This was unleashed after multiple stresses in the form of Onslaught. He is also very devoted to his love, Lilandra.

Professor X (continued)

History:

Born the mutant son of nuclear physicist Brian Xavier and his wife Sharon, he could use his abilities even as a pre-adolescent. When he was a boy, his father was killed in a freak atomic accident, and shortly thereafter, Brian's colleague married Sharon for her fortune.
Marko's son by a previous marriage, Cain, came to live at the Xavier mansion in Westchester County, NY. He took an immediate dislike to Charles and began bullying him.

But Cain was often secretly abused by his own father, and on one occasion, Charles found himself sharing the experience, this was the first time his powers fully manifested, opening a person's mind to him. As Charles grew older, he learned how to control those powers via trial and error.

He entered Bard College at Annadale-on-Hudson, at age 16, earning a BS in biology in two years, followed quickly by degrees in biophysics and genetics from Oxford in England. Then Xavier was drafted and sent to Korea as a combat medic. He was wounded in battle and was recovering in a M.A.S.H. unit when he befriended a psychiatrist and developed an interest in that field. After he was discharged from duty, he wandered Asia and the Mediterranean, finally coming to terms with himself in Greece. He decided to continue his travels in Egypt, and may have studied psychiatry at a university in Cairo.

He defeated the criminal telepath, Amahl Farouk in psychic combat, starting a rivalry that lasts to this day, but decided at this time to make his life's work protecting humanity from those mutants and metahumans who would prey upon them, and hoped to protect those mutants who merely wished to life in ordinary life from persecution.

He later went to Israel, where a young woman who'd survived Dachau, suffering from schizophrenia. He used his telepathic abilities and he and Gabrielle Haller became lovers for a time. She was later to bear his child, David. This is also where he met a young man called Eric...

Xavier continued to travel, over the years, not returning to the States until he was crippled in Tibet. He was deeply depressed, but resumed his graduate studies, gaining a PhD in psychiatry and anthropology. He also became a researcher in genetics, but was mostly a recluse in those years, though he did take on a special case.

A friend from Bard College, literature and history Prof. John Grey brought his deeply disturbed 11 year old daughter to Xavier for help. He discovered that Jean was a mutant with telepathic abilities that had been prematurely activated by the death of her best friend. Xavier helped Jean overcome that trauma, erecting psychic shields around her mind to protect her and prevent accidental usage of her telepathic abilities until she was older, however he did began instructing her in the usage of her telekinetic abilities over the next few years.

Later he formed a school, with his first students being Scott Summers, Warren Worthington, Hank McCoy, Robert Drake, and of course, Jean Grey.
The first mutant they combated together was Magneto, Xavier's erstwhile friend, who now appeared to be on a path to world conquest. The US military welcomed their aid at Cape Citadel, but eventually the X-Men were regarded as were most mutants, with suspicion.

Later when the original X-Men were captured by the living island, Krakoa, Xavier recruited a new 'class', including Ororo Munroe, Lorna Dane, Alex Summers, Sean Cassidy, Piotr Rasputin, Kurt Wagner and Logan. They rescued the original team, who decided to move on to more 'normal' lives, though Cyclops remained as leader. They were eventually joined by Phoenix, Rachel Summers, Kitty Pryde and Rogue.

Xavier eventually met Princess Lilandra, and left to join her in deep space for an extended period of time, though he returned to his 'duty' to the X-Men, he remained in love with Lilandra. He dealt with the menace of the Phoenix, and remained on Earth.

After the second team of X-Men 'disappeared' in outter space, and he believed them dead, he begain anew with another 'class' of mutants, though his intent wasn't to train them for combat, but rather to lead normal lives as much as possible. They were Amara Aquila, Illyana Rasputin, Rhane Sinclair, Doug Ramsey, Roberto da Costa among others.

For years, Xavier has been widely known as an expert on human mutation, though he's not known to be a mutant himself. He is also known to be an advocate of peaceful relations between the two subspecies.

Over the years he's spent time with Lilanda in the Shi'ar Empire, and has always returned to Earth.

Recently, in a battle with Magneto, he forcibly wiped the man's mind, leading to the creation of Onslaught and the "death" of the Avengers and the Fantastic Four. He gave himself up into government custody after that, just before Operation Zero Tolerance, having lost his telepathic abilities. Apparently he has now fully recovered and is again in charge of the X-Men.

Author:

Lady Arakne, Jan 1999

Sources:

Punisher

Statistics:

F	AM(50)
A	EX(20)
S	GD(10)
E	EX(20)
R	TY(6)
I	EX(20)
P	TY(6)
Health:	100
Karma:	32
Resources:	GD(10)
Popularity:	5

Background:

Real Name:
Frank Castle (flee Castiglione)
Occupation: U.S. Marine turned vigilante
Legal Status:
U.S. Citizen with a criminal record. Currently wanted for breaking out of prison.
U.S.M.C. deserter.
Identity: Known to authorities
Place of Birth: Queens, New York
Marital Status: Widowed
Known Relatives:
Mario and Louisa Castiglione (parents, possibly dead)
Base of Operations: Combat Van
Past Group Affiliations: None
Present Group Affiliation:

Equipment:

Body Armor
Castle's Kevlar vest provides EX (20) protection against Physical and Force attacks.

M16 Assault Rifle
7 area range; GD (10) shooting damage; 10 rounds.

Sterling Mk 6 Submachine Gun
5 area range; TY (5) shooting damage, 25 points of damage for a burst of five bullets; 24 rounds.

Browning Autorifle
5 area range; GD (10) shooting damage; 14 rounds.

Smith and Wesson .357 Revolver
3 area range; TY (6) shooting damage; six rounds.

Colt 45 Pistol
3 area range; TY (5) shooting damage; 10 rounds.

.223 Derringer
2 area range; PR (4) shooting damage; 4 rounds.

Browning 9mm Pistol
3 area range; PR (4) shooting damage; 14 rounds.

All of the firearms can be loaded with conventional ammo, dum-dum (+5 damage), or mercy bullets (AM potency knockout drug).

Gerber Mk II Combat Knife
GD (10) edged damage.

Grenades:
Concussion IN (40) Force damage.
Explosive: RM (30) damage to everyone in target area.
Tear Gas: IN (40) potency; victims must make an Endurance feat or be stunned. Intuition decreases -3CS for 1-10 rounds.

Battle Van
Control: RM (30)
Body: AM (50)
Speed: RM
Protection: AM (50)
Can be assumed to carry one of every piece of his standard equipment.

Talents:

Martial Arts B, Wrestling, Firearms, Military, Detective/Espionage, Outdoor Survival, Weapons Manufacture and repair, Vehicle Maintenance.

Contacts:

Because of the methods he uses, the Punisher doesn't keep his contacts for very long.

Additional Notes:

Role-Playing Notes:

The Punisher has an obsessive hatred of criminals of any sort, whether blue collar; white collar, petty, or grand. He sees the judicial system as weak, hence he tends to kill rather than capture. His obsession leads him to occasionally battle heroes who are perceived as criminals. He is a grim, bitter man who no longer has any joy in him.

History:

Frank Castle was a captain in the United States Marine Corps and served five years in the Vietnam war. For heroism in the line of duty, he was twice decorated with both the Bronze and Silver Star and four times with the Purple Heart. Several years after the American involvement in Vietnam ended, he ran special training missions for Marine commandos in the upper New York State area.

While on leave he took his wife and his two small children to Central Park in New York City for a picnic. There Castle's wife and children happened upon the scene of a mob killing on the Sheep's Meadow green in the park. Fearing witnesses, the mobsters murdered Castle's wife and children and escaped. Castle himself survived but was traumatized by his wife and children's murders. He deserted from the Marines just before he was to be awarded the Presidential Medal of Freedom.

Castle dropped out of sight for a few months and then resurfaced to conduct a one-man anti-crime campaign throughout New York City. He had outfitted himself with assorted weapons and a battlesuit which displayed a large death's head on the chest. For the next few weeks he sought out and executed criminals who he believed had some asociation with the gangsters who had killed his wife and children. The news media named him the Punisher. A concerned New York City detective named John Laviano identified the gang who slew the Punisher's family as the "family" of Bruno Costa, brother of a powerful Maggia boss on the East Coast. Unfortunately, Costa's alibis were supported by enough alleged "witnesses" to make prosecution imposible. Since the law's hands were tied, the Punisher used the information Laviano had accumulated to hunt down Costa's gang and eliminate them.

Thus began the Punisher's career as a vigilante, a self-proclaimed enemy of crime. He has both clashed and cooperated with the costumed crimefighter Spider-Man, and the Punisher has made an enemy of another crimefighter, Daredevil, who disapproves of his violent, often lethal methods. The Punisher has served time in prison for his brutal slayings, and has even managed to wage his warfare against criminals within prison itself.

While imprisoned on Ryker's Island the Punisher was drugged with mind-altering chemicals on the orders of his enemy, the criminal gangleader Jigsaw, whose face was horribly damaged when the Punisher once hurled him through a window. The chemicals had a delayed, cumulative effect that drove the Punisher mad, so that after he escaped prison, he eventually began firing at even such minor criminals as litter- bugs and traffic violators. After the Punisher was again taken into police custody, he was sent to a psychiatric hospital, where he underwent detoxification and was restored to sanity. The Punisher was sent back to Ryker's Island but soon escaped again. He is now again at large, continuing his war on crime.

Recently the Punisher rethought his methods. He realized there were more types of criminals than he had previously battled and that these new prey could not be simply hunted by brute force. He now does more undercover investigation prior to striking and has developed cover personalities to undertake these investigations. For example, "McRook" was developed to assist a Wall Street investigation. He also has begun to develop a network of aids to assist his efforts.

Author:

Stats: Ty R. States, Dec 1998
Background/History: Keith Kilburn, Jan 1999

Sources:

Quasar

Statistics:

F	EX(20)
A	EX(20)
S	GD(10)
E	GD(10)
R	GD(10)
I	RM(30)
P	MN(75)
Health:	60
Karma:	115
Resources:	GD(10)
Popularity:	20

Background:

Real Name: Wendell Vaughn
Occupation:
Legal Status:
Identity:
Place of Birth:
Marital Status:
Known Relatives:
Base of Operations:
Past Group Affiliations:
Present Group Affiliation:

Equipment:

Quantum Bands:
UN material strength, and the following powers:

Electromagnetic Energy Generation and Manipulation- any energy control
and generation powers at UN (100).

Energy Identification/Tracking- MN rank identification and CL. 1000 tracking of energy patterns.

Energy Siphon- MN absorption of energy
Flight SH-Y
Force Blast MN
Force Field MN
Life Support MN
Light Burst MN
Quantum Constructs- MN strength solid light constructs.

Quantum Jump- Cl. 1000 ability to open gates to the Quantum Zone. Acts as
Cl. 5000 teleportation.

Talents:

Espionage, Law Enforcement, Martial Arts A, B, Guns, Weapons Specialist- Quantum Bands.

Contacts:

Avengers, SHIELD, Project Pegasus, U.S. Army, Bill Foster, Thing.

Additional Notes:

Role-Playing Notes:

History:

The story of Quasar begins not with Wendell Vaughn, but with his weapons, the Quantum- Bands, which are not only instruments of great power, but symbols of the bearer's station as Protector of the Universe. The origin of the Bands is unknown, but it is Eon's task to bestow them upon his chosen champion whenever cosmic evil arises to threaten the precarious hold that life has in the universe. Only those worthy may wear the Quantum-Bands, and they cannot be removed until the death of the wearer. Those unworthy to wield the Bands gradually lose control of the power and are consumed by their energy. The only known bearers of the Bands are Glakandra, Eon's first chosen protector also known as the Stygian Starbender; Ree, of the long-extinct Archeopians; Trantra the Trill, the first non-humanoid protector; Robert Grayson, Marvel Boy; William Wesley, a S.H.I.E.L.D. weapons tester consumed by the energy of the Bands; and, of course, Eon's last appointed protector, Wendell Vaughn, better known as Quasar.

For hundreds of millennia the Uranian Eternals were a society of scholars and philosophers. Their goal was no less than to understand the cosmos in its entirety. Each member of the community dedicated his or her lengthy life span to discover the Grand Unified Theory of Everything. About a thousand of our years ago, one of the Uranians did discover the equation that explains the universe. It took several hundred more years to check his calculations and verify his conclusions experimentally . . . but the equation turned out to be correct. And once they had the ultimate answer to the meaning of life, they had no more challenges. Nothing left to live for. Yet because of their near- immortality, it was virtually impossible for the Uranians to terminate their existences. So, they summoned a mortal scientist from the planet of their birth hoping that by studying him, they could make themselves mortal again and thereby put an end to the nightmarish boredom. They dictated to Horace Grabsheid plans to construct a spaceship capable of making the long interplanetary flight. The scientist built it in his own back yard. A decade later, Grabsheid and his son arrived on Uranus and were warmly welcomed by the Uranians. Without his knowing it, they scanned the Earth man for the mortality factor locked in his cells. In return for giving them the key to obsolescence, they shared with Grabsheid the secret of the universe their greatest theoretician had found. It profoundly moved the peace-loving scientist. The man's son, Robert Grayson, was too young to understand, however. So, they sent him back to Earth bearing the Quantum-Bands, which had been in their possession for some time for reasons unknown. Deathurge learned of their abject despair and, with their most ardent blessings, rent a tear in their life-dome. Their life-forces eviscerated, they were able at last to die. Deathurge looked on as they all met Oblivion with open arms and loving smiles.

Robert Grayson arrived back on Earth in the 1950's and used the Quantum-Bands in his one-man crusade against crime, adopting the alias of Marvel Boy. He used the Bands primarily for blinding his opponents, which consisted mainly of criminals and communists. When he was unable to contact his father, he feared that he had taken ill. Acquiring medical supplies, Marvel Boy set forth for Uranus. When he eventually arrived, he found he was too late. Everyone was dead. The sight drove him mad. He once more returned to Earth. Blaming its people for the fact that he was not on Uranus when the disaster occurred. He went on a binge of destruction, battling the Fantastic Four -- and, being unworthy, was consumed by the energies of the Bands. Dr. Reed Richards, the leader of the Fantastic Four under the alias of Mr. Fantastic, then took the Bands to his lab with the intention of studying them. S.H.I.E.L.D. intervened, however, and Dr. Richards was obliged to turn the Bands over to them for international security reasons. S.H.I.E.L.D. contacted Stark International and contracted them to study the Quantum-Bands. Dr. Gilbert Vaughn, Wendell's father, headed the Stark International scientific team for which S.H.I.E.L.D. would provide security.

At this time, Wendell was attending the S.H.I.E.L.D. spy school as an agent- in-training. His instructors praised his technical proficiency, but criticized his lack of "killer instinct". Assigned to routine guard duty at the Stark International project studying the Quantum-Bands, he watched as the Bands were field-tested by William Wesley, S.H.I.E.L.D.'s top tech-jockey, who panicked when the Bands would not come off and disintegrated himself. Not an hour later, androids sent by the criminal A.I.M. staged a raid. Their objective: to steal the alien energy-bands. To protect them, Vaughn put them on -- and learned the fundamentals of their operation under the most hazardous possible conditions. Still, he managed to repulse the A.I.M. invasion. And ultimately, it was his lack of a killer instinct that enabled him to subdue the rampant energies he had unleashed.

Quasar (continued)

His strong showing earned him a place in S.H.I.E.L.D.'s fledgling super-agent program. Along with Blue Streak, The Vamp, and the Texas Twister, he underwent special training. But, when Blue Streak and the Vamp turned out to be double agents, the program was dismantled. Working alongside the legendary Captain America, he not only helped S.H.I.E.L.D. learn who sent the infiltrators, he also got a chance to pit his power against the might of the raging Hulk for a second time. Only days earlier, his and many other costumed adventurers' attempt to join the Defenders had quickly degenerated into a free-for-all.

His S.H.I.E.L.D. credentials landed him a job as head of security at the government's experimental energy facility, Project: Pegasus. Within weeks of his arrival, the project was nearly destroyed by the space-engulfing Nth Man. It took the combined forces of Thundra, the Thing, the Aquarian, and himself to avert catastrophe. Vowing never to allow any situation to get out of hand again, he nevertheless fell prey to the will-numbing serpent crown, which had taken over the rest of the project's workers. Although a major disaster was again prevented due to outside intervention, Quasar felt that it was negligence on his part that enabled the crisis to occur.

Despondent, he tendered his resignation as head of security to the project's director, Myron Wilburn, and would not let himself be talked out of it. Putting away his costume, he spent the next few weeks at his mother's home in Wisconsin. Sitting in his old bedroom, strumming his guitar, lifting weights, and avoiding life. At her wit's end, his mother finally called her ex-husband to come to try to draw their son out from beneath his veil of depression.

Dr. Vaughn proposed his son undertake a scientific mission to learn the origin of his alien energy-bands. Attracted to the prospect of spending time alone in the void of space, Quasar agreed. And, after weeks of exhaustive preparation, the equipment-laden adventurer penetrated the envelope of atmosphere surrounding his home planet for the first time - - and promptly went to sleep.

Four years and nearly 3 billion kilometers later, he woke up. Discovering the remains of the Uranian Eternals life-dome, Quasar encountered Deathurge who related the story of the Uranians and his role in their deaths to him. Deathurge then attempted to convince Wendell that he had journeyed all those billions of kilometers hoping that something would end his failed life. He nearly succumbed to Deathurge's "help", but was transported to subspace where Eon was waiting.

Here Eon explained that Wendell Vaughn of Earth possessed all of the necessary attributes: intelligence, courage, and resourcefulness, and was to become the new Protector of the Universe, a position most recently filled by the late Captain Marvel. Eon appointed him the Captain's successor with his mission to safeguard the universe from the greatest threat that he had ever perceived. Of this threat, only three things were known: 1)the threat would come from space, 2)it would manifest itself on Earth, and 3)it would try to slay Eon to gain the secret of cosmic awareness. After performing the Metamorphic Rite of Passage, Eon transported Quasar back to normal space, where he easily defeated Deathurge. However, he uttered a brief prophecy, "When we meet again, you will beg me to kill you . . . and I will refuse," as he slowly faded away.

Wendell convinced Eon to accompany him back to Earth to better protect him against this threat. Now aware of the full capabilities of the Bands, he quantum-jumped back to Earth with Eon, reducing the four-year journey to fifteen seconds.

Back on Earth, Quasar set up a security consulting firm to serve as both an income and cover for his "cosmic activities". Once Vaughn Security Systems was established, he began a systematic location and identification of every extraterrestrial on Earth. During this period, members of the other-dimensional super-hero team, the Squadron Supreme arrived on our Earth, refugees from their dimension. They were taken in by Project: Pegasus until return to their Earth was possible. During a nation-wide villain uprising, Quasar chased the Living Laser into the Watcher's home on the moon. Here the Living Laser accidentally passed through a portal into an alternate dimension. Thinking him lost, Wendell returned to Earth to assist the Avengers during the crisis.

The arrival of the Squadron Supreme triggered the re-emergence of the Over-Mind, the sole survivor of an ancient race of conquerors endowed with the entire psychic power of that race. By now, Wendell had learned how to program the Bands to keep his mind safe from mental takeover, but the Squadron wasn't as lucky. Over-Mind possessed them, commandeered their ship, and set course for the Stranger's Laboratory World, believing him to be the last survivor of the race responsible for his people's destruction. Quasar followed with Hyperion of the Squadron and his friend Makkari the Eternal. The Stranger was away from his Lab World investigating a mystery, several Watchers throughout the galaxy had been found dead. Unable to confront the Over-Mind directly, Wendell located the Stranger who returned and ultimately defeated Over-Mind. Several Watchers appeared during the battle, hoping to receive some form of assistance from the Stranger, whose judgment they all valued. An information plague, the Oblivion Virus, had been causing Watchers all over the universe to will themselves out of existence to keep from violating their oath of non-interference. Quasar reasoned that their deaths affect the universe just as much, if not more than their passive observation. This idea revived all Watchers as it spread telepathically throughout the universe.

Once back on Earth, Quasar encountered Unbeing and Origin, two minor but powerful cosmic entities. After overcoming Unbeing, Origin changed his costume design retroactively throughout time. This simple act proved vital in his struggle against the Cosmic Assassin.

The Presence and Starlight, newly escaped from the Stranger's Lab World reached Earth, intent on destroying Eon, believing him to be an evil menace to the universe, due to a well placed lie from the assassin. Quasar thwarted their attack and believed that he had vanquished his appointed menace . . . just as the assassin wanted him to believe. Immediately after this, he discovered that his father had died months earlier and been animated since then by Eon. Abdicating his position as Protector of the Universe, he cut off all contact with his former mentor.

During this time of emotional upheaval, the Cosmic Assassin revealed himself . . . Maelstrom. Having assumed the power and station of the cosmic entity Anomaly after being hyper-enlarged in a battle with the Avengers, he cut off Quasar's arms and suspended him in his mansion, but the Bands remained even on his severed arms, unable to be removed. To enable him to harness the energy of the Bands, Maelstrom finally killed Wendell and donned the Quantum-Bands.

Although his body lay dead in Maelstrom's mansion, Quasar suddenly found himself composed of pure energy. Not knowing how he had survived, he tried to protect Eon from Maelstrom. To keep him from gaining the secret of cosmic awareness, Quasar killed his eight billion-year-old mentor and suddenly found himself in possession of Eon's cosmic awareness. But, the fatal blow came to late, Maelstrom also acquired it. He then set out to collapse the universe into a single anomalous point where he, being the personification of Anomaly, would reign supreme.

As the universal collapse accelerated, Maelstrom, as the avatar of Oblivion, battled Quasar, acting as the avatar of Infinity, his mysterious benefactor. In the ensuing battle, Quasar triumphed due to the fact that he existed as a time paradox because of Origin's retroactive change of his costume. This caused him to be a more anomalous being than Maelstrom, thereby diminishing his power and breaking his concentration enough to allow the energy of the Quantum-Bands to consume him . Infinity, having triumphed demanded new terms from Oblivion. Death and Eternity were summoned, and new terms reached. As a part of these new terms, Quasar and Makkari were returned to life, while Death and Oblivion kept Eon and Maelstrom. When healing his body, Quasar created a new version of his costume, combining various elements from his S.H.I.E.L.D. issued costume and the version Eon created.

Immediately upon saving the universe from his appointed threat, he served Eon one final time by delivering Epoch, Eon's daughter, from an egg within Eon's vast remains. Where Eon was his mentor, Epoch became his god-daughter, and he her mentor and protector has she developed her nascent cosmic awareness.

Agreeing to help our Watcher retrieve the Living Laser from the various alternate realities to which he had fled months before, Quasar was struck while quantum jumping by a blast from Maelstrom who was battling Thanos for control of that alternate universe. The blast knocked him out of the known multiverse into the greater omniverse where there were no Watchers to help him return. Dubbed the "New Universe", its physical laws differed from those of his home universe. Cut off from the Quantum Zone, Quasar only had the energy he happened to have stored in his Quantum-Bands. Meeting some "paranormals" from that Earth, he was able to find the Starbrand, that universe's most powerful energy source. With its power he was able to muster enough energy to return to his universe. Unfortunately, he burnt-out the Starbrand in the process...or so he believed.

The Kree and Shi'ar, two star-spanning races were accelerating toward war. Both utilized a pair of normally closed stargates in close proximity to our sun, using its energy to power the gates. Using the stargates this close to the sun caused widespread increases in sunspot activity and threatened to destroy the sun and Earth, unless the stargates were sealed.

The Shi'ar, in an attempt to construct a doomsday weapon, stole the Psyche-Magnetron and eventually acquired the Nega-Bands, worn by the late Captain Marvel. These objects when combined with the Kree Onmi Wave Projector, formed a powerful bomb, the Nega-Bomb, capable of killing billions in the Kree Empire.

Making use of Quasar's quantum jumping ability two envoys composed of Avengers left for the Kree and Shi'ar homeworlds, hoping to convince their leaders to keep their war out of our system. Staying behind, Quasar spent much of this time in space safeguarding our sun by attempting to intercept various Kree and Shi'ar ships as they plunged through the stargates.

Convinced by the Avengers, Empress Lilandra of the Shi'ar decided not to use the bomb, and to attempt a diplomatic settlement with the Kree. The Skrulls, ancient enemies of the Kree, stole the bomb and successfully detonated it in the Kree Empire, killing over 90% of the populations of thousands of worlds.

Upon reaching Hala, the Kree homeworld, the Avengers discovered that the decimation of the Kree Empire had been planned from the beginning by the Kree leader, the Supreme Intelligence. Divided on how to deal with him, a group of Avengers led by Iron Man went to kill him. The other group led by Captain America, and including Quasar, could not condone the murder.

Quasar (continued)

Feeling a bit responsible for all the death in the Kree empire, Quasar decided to leave Earth and attempt to better protect the universe by keeping tragedies such as it from occurring again. Quitting the Avengers, he left Earth with Makkari and Kismet with the devastated Kree Empire as their first destination.

Embroiled once again in the various battles that have surrounded the all-powerful weapon known as the Infinity Gauntlet, Quasar was apparently killed by the Ultimate Nullifier. The fraction of the Starbrand still left to him from his journey to the New Universe kept him from being destroyed, however. He used the last of its energy to once again reclaim his Quantum-Bands.

The Stranger, sensing the anomalous energy of the Starbrand, dispatched a group of mercenaries to retrieve Kayla from Earth for study. Wendell had unwittingly given her a fraction of the Starbrand upon returning from the "New Universe". Attaching a large thruster on the moon in an attempt to cause a collision with Earth, the mercenaries used it as a distraction while kidnapping Kayla. Quasar assembled a team to confront the menace on the moon, disabled the thruster and, with help, returned the moon to its correct orbit. Finding Kayla gone, he and his team tracked the mercenaries to the Stranger's Lab World. The Stranger then assumed the power of the Starbrand, an event which led to the movement of the Earth of the "New Universe" to this universe. With the "New Universe" Earth in orbit around the Stranger's Lab World, the Living Tribunal intervened and forever sealed the anomalous Earth from this universe, trapping Kayla there. Presented with the option of forfeiting his position as Protector of the Universe and joining Kayla, Wendell declined and once more set about wandering the universe.

While establishing various listening posts with his Quantum-Bands throughout the universe, Wendell received an urgent message from his mother, using a special homing beacon he had given her. Racing home, he discovered that the Charter, a peaceful galactic federation had invited Earth to join. Resting aboard the Charter's enormous satellite, Quasar awoke to find its 3 million inhabitants dead. The prime suspect, Wendell was forced to battle the Charter's peace-keeping force while he, with the help of Beta Ray Bill and the Silver Surfer, stopped a giant meteor from destroying the Earth. Joined by two members of the peace keeping force and calling themselves the Starmasters, the team discovered the real murderers, the war-like Axi-Tun, and cleared Quasar's name.

Author:

Stats: Ty R. States, Dec 1998
Background: M. Thomason, Jan 1999 (taken from the Quantum Zone)

Sources:
The Quantum Zone:
http://www.uark.edu/staff/wallred/QuantumZone

Red Raven

Statistics:

F	GD(10)
A	GD(10)
S	TY(6)
E	GD(10)
R	TY(6)
I	GD(10)
P	GD(10)
Health:	36
Karma:	26
Resources:	TY(6)
Popularity:	10

Background:

Real Name: Unrevealed
Occupation: Adventurer
Legal Status:
U.S. Citizen with no criminal record
Identity: Secret
Place of Birth: Unknown
Marital Status: Single
Known Relatives: None
Base of Operations: Mobile
Past Group Affiliations:
Liberty Legion, The Invaders
Present Group Affiliation:

Equipment:

Red Raven Suit:
the Red Raven possesses a suit that allows him to fly at a respectable speed, and has several other useful functions. They are:

Winged Flight: the main feature of the suit, these wings allow Red Raven to fly, at Typical (6) air speed (90 m.p.h.). The wings gain lift via anti gravity generation, but the actual momentum and maneuverability come from the wings' flapping motion.

Shield: the wings themselves are of at least Unearthly (100) material strength, as they've withstood the direct flames of the Human Torch on at least one occasion. With a successful shield maneuver, Red Raven can add +2 CS to the protection his uniform provides.

Armor: the Red Raven Suit is, of itself, made of a 'reinforced synthetic stretch fabric'. This provides Red Raven Typical (6) protection from physical attacks (gunshots, knives, etc...). Red Raven has no inherent energy resistance.

Guns: hidden within the long pinion 'feathers' of the Suit's wings, these pistols can be used to inflict Ty (6) Shooting damage to targets, if Red Raven deems it necessary. The barrels can also be used to bludgeon opponents, inflicting Gd (10) Blunt Attack damage per strike. The guns have a three area range.

Talents:

Aerial Combat:
Red Raven is rather skilled with fighting while in the air, and he has a +1 CS to all Ftg or Agy FEATs made while involved in aerial battles.

Contacts:

Red Raven is a member of the **Liberty Legion**, and as a result, a member of the **Invaders**. He can rely on them (or anyone in the **All-Winners' Squad**) for aid should he need to.

Additional Notes:

Role-Playing Notes:

The Red Raven was portrayed as an inexperienced, yet more than willing hero, more than ready to put villains in their place. Later, in modern appearances, he was portrayed as somewhat erratic, rebelling against his people in the Aerie, placing them in suspended animation, and later trying to revive them to attack humanity.

History:

Many, many years ago, one of the earliest trans-Atlantic flights disappeared into a dense cloud-bank, never to be seen by humans again. In fact, the plane collided with the Aerie, a floating island maintained by an offshoot race of Inhumans.

Everyone on the plane died, save for one lucky youth the natives decided to raise as one of their own. This youth eventually wanted to experience his own kind, and left the Aerie with an advanced flight suit that gave him abilities similar to those from the floating island.

This youth eventually landed in America, and decided to make it his home away from home. During World War II, the young hero (having taken the name Red Raven) happened upon a German plane flying high over Pennsylvania, and decided to do something about it.

He was defeated by a low blow in the plane, but was eventually rescued by Thin Man, who also spotted this enemy craft. Once the Germans were dealt with, the two heroes responded to a call for help from the well-known sidekick of Captain America: Bucky!

Arriving in New York to help in any way they could, Red Raven and Thin Man joined the nascent Liberty Legion to save America from a mind-controlled group of Invaders. After several battles up and down the east coast, the Liberty Legion finally cornered and freed the Invaders.

After this long encounter, the Liberty Legion continued on as heroes who fought internal troubles, while the Invaders went on the offensive during the War. Over time, though, the two teams sort of blurred into one big group of heroes, fighting super-threats much more effectively.

After World War II, Red Raven was revealed to have placed his people in suspended animation, and fought the X-men's Angel to protect the secrets of the Aerie. After this incident, he was also placed in stasis for a time, to be with the residents of the Aerie during their slumber.

Later again, he was found floating in the ocean, and released from suspended animation. Apparently, his brain was somewhat addled after he thawed out, and he tried to revive the people of the Aerie to attack all humankind.

This mad gambit failed, and the Red Raven was in the Aerie when it was Destroyed during his battle with Namor. The Red Raven was assumed dead after this explosion, though this remains to be seen. The people of the Aerie, however, were definitely dead.

Author:

Keith Kilburn and Denny Hill, Jan 1999

Sources:

Scarlet Witch

Statistics:

F	GD(10)
A	GD(10)
S	TY(6)
E	EX(20)
R	GD(10)
I	EX(20)
P	RM(30)
Health:	46
Karma:	60
Resources:	TY(6)
Popularity:	16

Background:

Real Name: Wanda Maximoff
Occupation:
Professional adventurer
Legal Status:
Former citizen of Transia, naturalized citizen of the U.S. with no criminal record
Identity: Publicly Known
Place of Birth:
Wundagore Mountain, Transia, Europe
Marital Status: Married
Known Relatives:
Vision (husband), Thomas (son), William (son), Pietro (brother, alias Quicksilver), Magneto (father), Magda (mother, presumed deceased), Django Maximoff (adoptive father, deceased), Marya Maximoff (adoptive mother, deceased), Crystal (sister-in-law), Luna (niece), Black Bolt, Medusa, Gorgon, Karnak, Trigon (sister-in-law's cousins), Simon Williams (brother-in-law, alias Wonder Man), Eric Williams (brother-in-law, alias Grim Reaper, deceased), Martha Williams (mother-in-law), Sanford Williams (father-in-law, deceased)
Base of Operations:
Avengers Mansion
Past Group Affiliations:
Brotherhood of Evil Mutants
Present Group Affiliation:
Avengers

Known Powers:

Probability Field Alteration:
The Scarlet Witch can disrupt probabilities at Amazing rank so that unlikely (but not impossible) events occur. This can include the shorting out of mechanical equipment, spontaneous combustion of flammable objects, the disruption of energy fields and transmissions, the evacuation of air from a given volume, etc. On one occasion she even managed to put a crack in the adamantium casing of Ultron. Against unnatural materials or energies, such as complex alloys or force fields, she receives a -1CS when making the FEAT roll.

Wanda can affect probabilities in any place that she can view directly.

Magical Ability:
Wanda has mastered the following magical Power Stunts:

- Eldritch Bolts of Excellent Rank
- Shields providing Incredible protection against Mystical attacks.
- Good rank Telekinesis.

Talents:

Wanda has the **Mystic background** and has the **Occult Lore** talent.

Contacts:

The Scarlet Witch is currently a member of the **Avengers**. She is not on particularly good terms with her father, **Magneto**, but he would come to her aid if she were in danger. She and the **Vision** are close friends of the mutant couple **Glamour** and **Illusion**. On occasion she has been able to contact the shade of her deceased teacher, **Agatha Harkness**.

Additional Notes:

Role-Playing Notes:

Early in her career, the Scarlet Witch had low self-esteem. As she grew in the use of her powers, she became a force to be reckoned with and now faces any danger with iron resolve. She has unflinchingly taken on such menaces as Chthon and Ultron. She is also a devoted mother and wife, and is overly protective of her husband, the Vision, who is still in many ways new to "humanity."

History:

Wanda Maximoff was the daughter of the mutant later known as Magneto and a gypsy woman named Magda. Just prior to her birth, her mother fled from her father, terrified of the bizarre powers he suddenly manifested and his intentions of world domination. Seeking refuge in the scientific citadel of Wundagore in the Balkan Mountains of the tiny nation of Transia, Magda was taken in by Bova, a woman evolved from a cow by the master of genetic acceleration, the High Evolutionary. Magda gave birth to twins, a boy and a girl, with Bova as her midwife. Still afraid that her husband might find her and learn of the children, Magda left Bova a note explaining her fears, and walked into the frozen mountain wilderness to perish. Feeling that it was not right to raise two seemingly normal babies in the environment of the evolved animal-men of Wundagore, Bova was relieved when several nights later, an American couple vacationing in Europe, Robert and Madeline Frank, also came to Wundagore seeking assistance with a birth. Bova intended to award the couple the days-old twins to raise along with their own newborn. Unfortunately, the couple's child was stillborn, and Madeline died in childbirth. Bova presented Robert Frank with the twins, representing them as his own natural children, in the hope it would assuage his grief. Frank, refusing the children, fled from Wundagore nearly insane with grief. (Years later, Frank and the children would come to believe that he was their natural father.) Bova then presented the twins to her master, the High Evolutionary, who agreed to find human foster parents for them.

The High Evoluationary did find such parents for them in the persons of Django and Marya Maximoff, a gypsy couple camped nearby who had lost their own twin children, Ana and Maleo, during World War II. The Maximoffs accepted the strange gifts from the High Evolutionary and were told their names were Wanda and Pietro, the names their natural mother had given them at birth. The Maximoffs cared for the children as if they were their own. (Years later, Django would believe that Wanda and Pietro were his natural children, Ana and Maleo.)

As adolescents, Wanda and Pietro discovered that they had peculiar talents. With a particular gesture while she was in a certain frame of mind, Wanda found that she could cause unusual phenomena to occur. When Django began to steal food to feed his starving family, enraged villagers attacked the gypsy camp. Using his phenomenal speed, Pietro fled from the camp with his sister. The traumatic circumstances of the separation from their family were so severe that not until well into adulthood could they remember anything but the barest details of their childhood. The next few years, Wanda and Pietro wandered central Europe, living off the land.

One day, Wanda accidentally caused a house to burst into flames with her uncontrollable hex powers. Despite Pietro's attempt to defend her from enraged townspeople, they were soon overpowered and about to become victims of mob violence when Magneto came to their rescue. Unaware that he was their natural father, Magneto pressed them into service in his Brotherhood of Evil Mutants, costumed them, and named them Scarlet Witch and Quicksilver. For months they served Magneto out of a sense of obligation and fear of his reprisal. When the extraterrestrial Stranger transported Magneto from Earth, the Scarlet Witch and Quicksilver left the Brotherhood and petitioned for membership in the Avengers. They were inducted along with Hawkeye to take the place of the charter members, who wished a leave of absence.

At one point during her career as an Avenger, the Scarlet Witch underwent training in sorcery under the tutelage of a true witch named Agatha Harkness. The mental discipline of sorcery aided the Scarlet Witch's powers of concentration, enabling her to exercise much greater control over her mutant hexes than ever before. While an active member of the Avengers, the Scarlet Witch met and married the synthetic man called the Vision. For a few years after their marriage, the two lived in Avengers Mansion, saving their Avengers' salaries. Eventually, the couple bought a house in Leonia, New Jersey, and retired from active membership. They returned to active duty when the Baxter Building was threatened by Annihilus's nullfield. The Vision assumed chairmanship when most of the Avengers disappeared while fighting the first Secret War. After a several-week stint, the Vision stepped down as leader and the couple returned to Leonia. By warping probabilities, Wanda managed to be impregnated by the artificial Vision. They have since had twin sons named Thomas and William.

Author:

Norseman, Dec 1998

Sources:
GHOTMU #?

[needs updating]

Sefton, Amanda

Statistics:

F	GD(10)
A	GD(10)
S	TY(6)
E	RM(30)
R	GD(10)
I	EX(20)
P	AM(50)
Health:	56
Karma:	80
Resources:	GD(10)
Popularity:	0

Background:

Real Name: Jimaine Szardos
Occupation: Airline Stewardess
Legal Status: :
Former citizen of West Germany, now naturalized citizen of the United States
Identity: Secret
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives: Margali Szardos (mother), Stefan Szardos (brother, deceased), Kurt Wagner (foster brother)
Base of Operations:
New York City
Past Group Affiliations:
X-Men
Present Group Affiliation:

Known Powers:

Magical Ability:
Amanda Sefton is a practitioner of some form of the Faerie School of Magic. This means that her spells cannot affect cold iron or metallic constructs. Living beings that are partially mechanical or metallic (Colossus or the Reavers, for example) cause a -2CS to all her spell effects. Amanda has progressed beyond the Apprentice level, but she has not reached the next level of Mastery. She has access to the following spells all the time:

Personal:
Flight:
Amanda can cast this spell with Excellent ability, granting her flight at a maximum of six areas per round.
Nature Control (Water and Earth): Amanda can manipulate, move, and control up to two tons of earth or water with Remarkable ability. The range for her spell is three areas.

Universal:
Teleportation:
Remarkable teleportation for caster with a two area range.

Shield-Individual:
Remarkable protection against physical, energy and magical attacks.

Bands:
Grappling attack with Incredible. Strength and a range of five areas.

Mystic Bolts:
Incredible force or energy damage, Shape Shifting-Unlimited (Self and Others Remarkable.

Equipment:

Costume:
Recently Amanda started wearing a special X-Man costume created by Moira McTaggert. The costume provides Excellent protection against physical and energy attacks.

Talents:

Amanda Sefton has **the Mystic Background and Occult Lore Talents**.

Contacts:

Amanda Sefton can call on aid from her mother, **Margali Szardos**, a powerful sorceress. She is a trusted companion of the **X-Men**.

Additional Notes:

Role-Playing Notes:

Amanda Sefton is a competent young woman who has led a very strange life. She is a brave woman who is wing to fight to the very end for her friends, the X-Men.

She is a determined but soft-spoken woman who only reveals her powers when they are absolutely needed. Due to her unique life history, Amanda is very accepting and open minded when confronted with strange people and beings.

History:

Amanda Sefton is actually Jimaine Szardos, the daughter of a powerful sorceress known as Margali Szardos. Margali also had a son, Stefan, and she took in the orphaned Kurt Wagoner (who would one day become Nightcrawler of the X-Men).

Margali raised the children in a small Bavarian circus, where she pretended to be a simple fortune teller. While Kurt worked on becoming a circus performer, Margali trained Jimaine in magic. The brooding Stefan eventually left the circus to make his own way in life.

The small circus was taken over by a rich Texas millionaire, who ordered Kurt to be placed in the freak sideshow. The anguished Kurt quit the circus and headed toward Winzeldorf, West Germany, where Stefan lived. There Kurt discovered that Stefan had gone mad and killed two children.

Two days after leaving the circus, Kurt tracked Stefan down and tried to capture him. During the fight, Kurt accidentally broke Stefan's back, killing him. Civilians discovered Kurt with Stefan's body, and because of Kurt's demonic appearance, they assumed that he had killed the two children. Kurt was saved from the mob by the psionic powers of Professor X, who asked Kurt to join his new team of X-Men. Kurt agreed and went to America with Professor X.

Margali blamed Kurt for Stefan's death. Jimaine, who had long ago fallen in love with Kurt, followed him to America and watched over him secretly. She became the airline stewardess Amanda Sefton, and arranged to accidentally meet Kurt. She mystically disguised herself so he would not recognize her, and they began dating each other regularly.

Margali eventually took her revenge on Kurt by exiling him to a pocket dimension she had created. The dimension resembled hell as depicted in Dante's Inferno. Amanda, pretending to be Margali, kidnapped Kurt's fellow X-Men and Doctor Strange. Amanda then sent them to the same dimension that Margali had sent Kurt, hoping that they would be able to help Kurt. Kurt finally confronted Margali in this pocket universe and convinced her of his innocence. Amanda then revealed her true identity to Kurt.

Later, Amanda Sefton heard a rumor that Dr. Strange needed a new apprentice, because Clea had left him. She went to Strange and asked to become his new apprentice, as did every crackpot in the world who heard about the rumor. Strange arranged for all the petitioners to meet at one spot, where he told them that he currently had no wish to take on an apprentice.

Amanda's mother, Margali Szardos, appeared and attacked Strange. Margali was angered that Strange had refused to take on her daughter as an apprentice. Strange cast a spell to force himself and Margali into the astral plane. Margali warped the spell so that all the would-be apprentices were also forced into the astral plane with them.

Strange and Margali battled with all their mystic forces. Strange soon realized that Margali's powers came from her wand. Strange tricked Margali and took the wand from her. Margali immediately regained her true mortal form, that of an old woman. She explained to Strange that the wand was an evil entity that took over its owner's mind. Margali revealed that the wand had hoped to gain control over Strange. Upon returning everyone to the physical plane, Strange destroyed the wand.

Amanda continued her relationship with Kurt as well her career as an airline stewardess, while she ignored her magical studies. When the mystical Dire Wraiths invaded Forge's skyscraper headquarters in Dallas, Amanda helped drive the Wraiths off. Amanda and Kurt kept seeing each other for a long time, but they finally parted as friends.

Recently, Amanda joined a group of former X-Men and X-Men allies in protecting Muir Island from an invasion by Donald Pierce's Reavers. They were warned of the attack by Freedom Force, who also joined in the defense of the island. During the battle, Stonewall of Freedom Force was killed. Unknown to Amanda and the other members of the Muir Island X-Men, they were soon under the mental influence of Legion.

Meanwhile, the multiple personalities of Legion were actually under the control of the mysterious Shadow King. The Shadow King was the first mutant villain that Professor X encountered, years before Xavier formed the original X-Men team. They fought a telepathic battle in the astral plane, which apparently ended in the Shadow King's death.

In actuality, the Shadow King had become a being of mental energy, able to possess the bodies of others. It has recently been revealed that the Shadow King is also the true power behind the Hellfire Club.

After months of being controlled by the Shadow King, Amanda and the inhabitants of Muir Island were freed by the combined efforts of Professor X, the X-Men, and X-Factor. The Shadow King was apparently killed, and much of Muir Island was destroyed in the battle.

Author:

Norseman, Dec 1998

Sources: GHOTMU #?

Shadowcat

Statistics:

F	EX(20)
A	GD(10)
S	TY(6)
E	EX(20)
R	RM(30)
I	GD(10)
P	GD(10)
Health:	56
Karma:	50
Resources:	TY(6)
Popularity:	12

Background:

Real Name: Katherine "Kitty" Pryde
Occupation: Adventurer
Legal Status: U.S. Citizen
Identity: Public
Place of Birth: Deerfield, Illinois
Marital Status: Single
Known Relatives: Carmen Pryde (father), Theresa "Terri" Pryde (mother), Samuel Prydeman (grandfather, deceased), Chava Rosanoff (great-aunt, deceased)
Base of Operations: X-Mansion
Past Group Affiliations: Excalibur, New Mutants
Present Group Affiliation: None

Known Powers:

Phasing:
Kitty can phase her body with Amazing (50) ability, enabling her to pass through solid objects. She can also phase any objects held or carried, up to the weight of a small truck.
When phased, she can only be harmed by magical, psionic, multi-dimensional, and out-of-phase attacks.
Originally, she could only phase for as long has she could hold her breath. However, since injuries that once left her unable to regain solid form she can now breath normally while phased, as long as there is air to breathe (she cannot breathe if phased inside solid rock, for example). A partial cure for her condition left her with the ability to become solid only while concentrating. Over the last few years she seems to have mastered this, to the point where she can once again treat being solid as her normal state. However, it is possible that such distractions as a shock, sudden pain, or emotional distress could accidentally trigger her phased state.

Kitty has developed the following power stunts:

- Phasing others on touch
- Walking on air (allowing flight at her normal ground speed)
- Disruption of electrical equipment with Amazing (50) ability. Robots must succeed at an Endurance FEAT or be knocked out for 1-10 rounds and lose 50 Health. Kitty must make a Power FEAT to avoid using this power accidentally if she wishes to phase through electrical equipment without affecting it. Note: because the human nervous system is also "electrical" , she can also use this ability to cause an opponent to pass out for 1-10 rounds if they fail an Endurance FEAT.
- Passing through force fields by making a Power FEAT
- Wielding phased objects as weapons. Kitty can release a phased object during combat, causing it to become solid inside her target. This allows her to use any object to make an edged attack, causing damage equal to the object's material strength.

Limitation

Kitty is nearsighted. Without her glasses or contacts she cannot see clearly more than 1 area away and suffers a –1CS penalty on ranged attacks.

Talents:

Kitty can speak **Japanese, Russian**, and **Shi'ar** (both royal and standard dialects) in addition to her native English, and has a basic understanding of Gaelic, Hebrew, and German. She also has a good knowledge of **Computers** and **Electronics**, and has learned **Martial Arts C and E**. She has been taught to **Resist Domination** by Professor X as part of X-Men basic training.

Contacts:

Kitty's best friend and former roommate was **Magik** (Illyana Rasputin, now deceased). During her first stint with the **X-Men** she "adopted" **Storm** and **Wolverine** as parent-figures. Her all-time favorite creature in the whole world is **Lockheed**, her "pet" dragon.

Kitty is partially responsible for **St. Searle's school for Girls** in Britain still being open, and is on good terms with the Headmistress, along with many pupils and ex-pupils.

It is assumed that Kitty is still on good terms with the remaining members of **Excalibur** (**Captain Britain, Meggan, Wolfsbane, Douglock**)

Additional Notes:

Role-Playing Notes:

Kitty Pryde is a caring and enthusiastic young woman. Despite tragedies she experienced with the X-Men (her parent's divorce, her breakup with Colossus, and her exceptionally high intelligence which separated her from her peers), and later (her breakup with Pete Wisdom), she still has high spirits.

Because of her parents break-up, the X-Men have literally become her extended family, and she is extremely loyal to them. She is a good team player, and has never had any problems following orders from her team leader.

Shadowcat is very much like her namesake: fleeting, hard to hold on to, surprising, and spritely.

Shadowcat (Continued)

History:

Katherine Pryde thought she was just a normal fourteen-year old Jewish girl suffering from bad headaches until one day she woke up on the living room floor, directly underneath her bedroom.

It was at this time that she was discovered by Professor Charles Xavier, ever on the lookout for mutants who were unable to properly control their powers. At this time, the X-Men sent to meet her were attacked and captured by the Hellfire Club's Inner Circle. Kitty managed to escape by phasing through a wall, and followed them to their hideout. She contacted the remaining X-Men who quickly came to their comrades' aid.

Kitty was later recruited to become the youngest member of the X-Men, at first taking the codename "Sprite" after rejecting Xavier's suggestion of "Ariel". She sailed through her first test in the Danger Room, as all she had to do was phase through it with her eyes closed!

As a "X-Man in training" she wasn't allowed to go on the more dangerous missions, but that didn't stop her from fighting off a demon that had entered the X-Mansion all by herself, wrecking the Danger Room and Blackbird in the process. Later on she would sneak aboard the repaired Blackbird to accompany the X-Men on a mission to Magneto's island.

With the enthusiasm and fashion sense of a typical teenager, she went through phases of costume design on more than one occasion. The first time she did this she was told by Xavier that she hadn't yet earned the right to wear an individual costume rather than the blue and yellow of the X-Men, but as usual, Kitty went ahead and did so anyway.

Kitty's parents would later separate. This was an emotional time for her, but she overcame it with the aid of her extended family, the X-Men. She found a foster-mother figure in Storm, and possibly even a foster-father in Wolverine, who taught her to fight. She also developed a crush on Colossus, and would later have a relationship with him, a relationship that was shattered after Colossus was taken to the Beyonder's battleplanet as part of the Secret Wars, where he fell in love with the alien healer Zsaji. Heartbroken, Kitty blamed their split on the Beyonder.

Kitty returned to her father for Channukah, the Jewish holiday that takes place around Christmas. Visiting him at the bank he was president of, she found him being threatened by Yakuza (Japanese gangsters). They needed him to meet with the head of their "corporation" in Japan, so Kitty stowed aboard the next plane out of O'Hare airport in order to follow him. Once there, she realized she was out of her depth, and called Wolverine. In Japan, the Yakuza were joined by the mysterious Ogun, who decided he wanted Kitty as his student. Capturing her, he brainwashed her and sent her to kill Wolverine, an old enemy. She nearly succeeded, but was rendered unconscious by Yukio. When she woke most of the effects of her brainwashing were gone, but she retained some of the martial arts knowledge Ogun had given her. Now a trained ninja, she decided that she needed a new image, and transformed herself into... Shadowcat.

Paying a visit to the Yakuza head, Shigematsu, she warned him to return control of the bank to her father, using her new ninja skills to sneak straight into his office. Kitty then confronted Ogun and resisted his attempts to take over her mind. Wolverine defeated him in combat, calling upon his berzerker rage in order to overcome Ogun's superior fighting skills. Wolverine then gave Kitty the chance to finish Ogun for good with his own sword, but she was unable to. The fact that she wasn't able to kill a defenseless, beaten man proved that she was different to Ogun, and he no longer had any kind of hold over her. Unfortunately, Ogun decided that being defeated wasn't enough, and ran straight at her with his sword. Yelling at Kitty to phase, Wolverine extended his claws, and stabbed through Kitty into Ogun, while Ogun's sword ran through him. Fortunately for Logan, he had adamantium-coated bones that could turn the sword's blade. Unfortunately for Ogun, he didn't, and was killed.

Kitty finally had her chance to fight back against the Beyonder, the entity that had ruined her life. Showing less fear than is most when fighting someone that has the power to literally obliterate this entire reality, she was actually going to go toe-to-toe with him until she was held back by the other X-Men.

Kitty was injured while battling against the Marauders. Finding herself permanently phased, her molecular cohesion started to break down, until a temporary cure was affected by Reed Richards and Dr. Doom. However, her "natural" state was now to be phased, and she had to concentrate to become solid for short periods of time.

Witnessing the "death" of the X-Men, Kitty formed the British Superhero team Excalibur, along with Nightcrawler, Captain Britain, Meggan, and Phoenix II (Rachel Summers). This team was later joined by another former X-Man, Colossus.

[Excalibur history to go in here]

For a short time, Kitty was in a relationship with former Black Air operative Peter Wisdom, who was himself a mutant. This relationship ended shortly after Pryde was given a temporary commission as a S.H.I.E.L.D. operative when the Helicarrier was taken over Ogun, who had returned from the dead.

Along with Nightcrawler and Colossus, Kitty decided to leave Excalibur to rejoin the X-Men in their hunt for Professor Xavier.

Author:

M. Thomason, Dec 1998

Sources:
MHR1: X-Forces Mutant Update
MA1: Children of the Atom
OHOTMU

X-Men #128-220
Kitty Pryde and Wolverine LS #1-6
Excalibur #1-125

http://www.kittypryde.com – The Kitty Pryde Homepage

Shadow King

Statistics:

F	TY(6)
A	TY(6)
S	GD(10)
E	EX(20)
R	GD(10)
I	GD(10)
P	MN(75)
Health:	42
Karma:	95
Resources:	RM(30)
Popularity:	-30

Background:

Real Name: Amahl Farouk
Other Known Aliases: Karma, Jacob Reisz, David Haller
Occupation: Saloon owner, power broker, mastermind
Legal Status: Egyptian citizen, deceased
Identity: Secret
Place of Birth: Cairo, Egypt
Marital Status: Unknown
Known Relatives: Relatives
Base of Operations: Cairo, Egypt; Cairo, Illinois
Past Group Affiliations: Former leader of the Gladiators, Former member of the Hellfire Club
Present Group Affiliation: None

Known Powers:

Astral Projection:
The Shadow King has CL3000 Astral Projection with a world-wide range, and is skilled in creating astral scenery to confuse those victims he meets on the astral plane. The Shadow King receives +1CS to Psyche when fighting on the Astral Plane.

Astral Detection:
The Shadow King has CL1000 Astral Detection.

Psi-Screen:
Shift X Rank.

Telepathy:
The Shadow King possesses Monstrous (75) rank Telepathy. He has mastered the following power stunts:

- Monstrous (75) rank Mental Bolts.
- Monstrous (75) rank Mental Probe.
- Monstrous (75) ability to leave his host body and possess another body. Unlike normal Possession, the Shadow King must gain a red power FEAT to succeed. If he fails, he may not try again for 1d10 days. If the attack succeeds, the effects are permanent and the subject may not spend Karma to influence his actions. The only way for a host to escape is if the Shadow King voluntarily decides to leave (it may do so if threatened with its host's death). As well as possessing live bodies, the Shadow King can possess a newly-dead corpse. A possessed corpse has the same statistics it had before death, but will gradually deteriorate, losing 1 Endurance point per day (1d10 Endurance if the Shadow King is forced to use his powers extensively). Before Endurance reaches 0, the Shadow King must find a new host.
- Monstrous (75) ability to corrupt the psyches of other beings. This is resolved like the Possession power with the target receiving a Psyche FEAT to resist vs. the Intensity of the attack. Instead of totally dominating the victim, the Shadow King's power taps the latent evil that lies inside all but the purest souls. The Shadow King does not directly control the minds of those he has corrupted. They retain a degree of free will, their old skills, and evil versions of their previous personalities, but they revel in wickedness. There is no limit to the number of beings the Shadow King can corrupt in this fashion.
- Amazing (50) ability to directly Mind Control a person he has corrupted.
- Amazing (50) ability to release the raw animal within individuals, turning them into ferocious "hounds" under his control. An attempt to create a hound is resisted by the individual's Psyche vs. the Intensity of this Power Stunt. A hound has +1CS with Fighting and Agility, but -2CS with Psyche and Intuition, and Reason drops to 0.
- Detection of other telepaths within Monstrous range as long as they are using their ability. If the telepath opens up his mind by using a mind-amplifying device such as Cerebro, the detection range is increased by +2CS.

Nexus Creation:
The Shadow King turned Lorna Dane (Polaris) into a psychic link between the real world and the astral plane. At that time, Polaris had been mutated into a catalyst for negative emotions. By coupling her power to his own, the Shadow King formed Lorna Dane into a psychic magnifier that increased all his powers by +1 CS. This also gave him Monstrous rank Emotion Control with CL3000 range, the only limitation being that he could only use the power to spread hatred.

Limitations:

The Shadow King is powerful, but not without weaknesses. After the Farouk body was slain by Xavier in Cairo, the Shadow King could only maintain a material existence if he possessed other living or dead beings: first Karma, then Jacob Reisz (slain by Mystique), then David Hailer. Once the Shadow King transformed Lorna Dane into his Nexus, he gained raw power, but became dependent on her continued existence as a link between the astral plane and the real world. Disruption of the Nexus (getting a Stun result on Polaris with a psychic attack, or killing her) severed this link, thereby destroying him.

Aside from Professor X, Storm is the only mind the Shadow King had encountered which he could not corrupt. Add +5CS to Storm's Psyche when resisting his power.

Talents:

The Shadow King has considerable personal knowledge of **international espionage** and **Egyptian Law**. He is fluent in **English** and many Arabic languages, including **Egyptian**.

Contacts:

For many years the Shadow King acted as the ultimate power broker in the game of international espionage. His activities gave him contacts in the **KGB**, in **Western intelligence agencies**, and in the **spy and criminal organizations of the Middle East and the third world**. His possession of Jacob Reisz gave him access to top-secret U.S. government files

Additional Notes:

Role-Playing Notes:

A "nightmare whose fondest desire is to be a man," the Shadow King enjoyed freeing the evil within human souls in order to gain mastery over their bodies. The nobler the spirit being degraded, the more the Shadow King reveled in the process of corruption. His goal was to destroy his old enemies, Charles Xavier and Storm, then to drown the world in a psychic ocean of hatred and evil.

Shadow King (continued)

History:

Little is known of the early life of the man who would become the Shadow King, and what has been revealed is closely tied to the history of Professor Xavier and the X-Men. Just after the Second World War, Charles Xavier was visiting city of Cairo, Egypt. There he had his pocket picked by a young girl. As he opened up his mental shields to probe her mind, he was suddenly smashed down by a psychic attack. Leaving the child (who would grow up to be Storm) Xavier traced the assault to a nearby saloon run by a fat Egyptian, Amahl Farouk, ruler of the city's Thieves' Quarter. Farouk, a master telepath, was steeped in such foul evil that Xavier compared his mind to wading in a sea of maggots.

They began a psychic duel which ended when Xavier destroyed Farouk's brain with a mind-bolt. That should have been the end of the Shadow King, but it wasn't. His malignant presence lingered on the astral plane as a being of pure psychic energy, hungering for revenge, and a body. He finally found both when he possessed Karma of the New Mutants, whose own psychic powers were similar to his own.

To sate his thirst for evil, he became the mastermind behind a gladiatorial arena that came close to corrupting Dazzler, Sunspot, and Magma. When this plan was foiled, he returned to Cairo, still possessing Karma, and reopened his saloon, humiliating its patrons for his sadistic amusement. He lured the other New Mutants to Cairo to be his slaves, but Storm and Magik frustrated his plans. The Shadow King left Karma and retreated to the Astral Plane. There he waited, regaining his strength, and nursing hatred of a new enemy: Storm.

His chance to strike back at the X-Men came when Xavier's son Legion used Cerebro from Muir Isle which accidentally opened his mind to invasion. The Shadow King detected this telepathic probe, and found Muir Isle ripe for corruption, thanks to Polaris, one of the island's residents. As a side-effect of her adventures in the Savage Land, Polaris was subconsciously radiating a mental influence that intensified negative emotions among those around her. In short order, he was able to corrupt the minds of Dr. Moira MacTaggert and the other inhabitants of Muir Isle.

With an island of super-beings under his domination, the Shadow King began his plan. He took possession of the corpse of Senior FBI investigator Jacob Reisz. Using Reisz's government contacts, he was able to score a major coup: the domination of Dr. Valerie Cooper, the federal official responsible for mutant affairs.

With Cooper's files and Reisz's superlative investigative skills at his command, he was able to discover that Storm had been reverted to infancy, and was now working in Cairo, Illinois as a child thief. He began the hunt for Storm, his second oldest enemy. But thanks to her own indomitable will, and the timely intervention of Gambit, Storm was able to escape the Shadow King's hounds, regain her memories, and link up with the X-Men. They had already been aware that some force of evil had been at work: now they could put a name to it. They began preparations to assault Muir Isle, which seemed to be the source of the evil.

The Shadow King had begun his ultimate plan. He formed Lorna Dane into a magnifying "nexus" for his power. Using her, he began spreading his malign influence throughout the world, causing mindless outbreaks of hate and prejudice.

Led by Storm and Forge, the X-Men mounted an assault on Muir Isle. Forge invented a method to block out the Shadow King's telepathic influence. But even with this device, the X-Men faced defeat.

By this time, Professor Xavier had returned to Earth. Determined to end the threat posed by his oldest foe, he assembled a second strike force of government agents (including Dr. Valerie Cooper and Jacob Reisz), SHIELD espers, and his old students, X-Factor. Their goal was to face the X-Men on Muir Isle and destroy the Shadow King.

The Shadow King believed Xavier was walking into his trap. At the height of the attack, he and Cooper attacked Xavier, only to be betrayed. Valerie Cooper was really the shape-changer Mystique, who had been masquerading as his slave.

Mystique shot Reisz, destroying his body. But the Shadow King had not yet been defeated, for his nexus remained untouched. He quickly possessed Legion and used a powerful telekinetic-pyrokinetic discharge to destroy most of Muir Island, and then engaged Xavier in a psychic duel.

Thanks to the mental powers of Marvel Girl, the X-Men and X-Factor survived Legion's assault. Xavier held off the Shadow King at the cost of his own legs. The two teams used Psylocke's psychic knife to sever Polaris's link with the astral plane. This final act caused a psychic shock that resulted in Legion's death and the apparent destruction of the Shadow King, although whether a being of such power can be truly destroyed is open to question.

Author:

Norseman, Jan 1999

Sidewinder

Statistics:

F	GD(10)
A	GD(10)
S	TY(6)
E	EX(20)
R	EX(20)
I	TY(6)
P	GD(10)
Health:	46
Karma:	36
Resources:	EX(20)
Popularity:	-3

Background:

Real Name: Seth Voelker
Occupation:
Legal Status:
Identity:
Place of Birth:
Marital Status:
Known Relatives:
Base of Operations:
Past Group Affiliations:
Present Group Affiliation:
Serpent Society

Equipment:

Teleportation Cloak:
Sidewinder can teleport by means of an electronic harness and cape controlled by a cybernetic system in his helmet. He can teleport up to 2 areas per round, and thus move past walls, opponents, and other hazards with ease. He can view the area he is teleporting to as he moves into it, allowing him to avoid solidifying inside a solid object. He can manipulate his harness so as to fall up to 10 stories without taking damage by repeatedly entering and leaving the real world. He can take any one or more person or object that he can cover with his cape (normally one man-sized individual).

Sidewinder can "cache" objects in the other dimension his teleportation carries him into, but he must note landmarks in that reality so as to be able to reobtain them. Sidewinder can also presumably teleport another human being without transferring himself. The individual would be shunted into the dimension and automatically shunted back out, but 2 areas away in the direction in which he was moving. If he or she were not moving, there would be no shift in position and the attack would be useless. Sidewinder can do this by making a Yellow Agility feat roll to throw the cape over an opponent.

Sidewinder recently had backup circuitry installed in his cape so that he can teleport without the helmet. Someone familiar with the triggering mechanisms can therefore use the cape, but without Sidewinder's instructions the teleportation will occur in a random direction (although never above or below ground). When such a random teleport occurs, the distance travelled is 1-10 areas.

Sidewinder has developed one power stunt with his cloak:
He can teleport so quickly that he receives a +5 to his Initiative when doing nothing but teleporting that round except draping his cloak around someone to take them with him.

Weaponry:
In a recent attempt to get some offensive capabilities, Sidewinder devised his "Side-Effects." These are small glowing drones of GD material strength, released from a belt compartment, that can home in (with EX Agility) on an opponent, moving one area per round. Upon contact they do EX Energy damage. Sidewinder carries four of these, and can control two at a time through the cybernetic system in his helmet. They can be damaged normally, but are at -3CS to be hit due to their small size.

Talents:

Business/Finance, Leadership

Contacts:

Serpent Society, Diamondback, Kingpin, AIM, Hydra, Maggia.

Additional Notes:

Author:

Ty R. States, Dec 1998

Sources:

[History req.]

Role-Playing Notes:

Sidewinder is beyond a doubt one of the smartest villains in existence. Having a power of little or no offensive worth, he uses it to become the lynchpin of a major criminal organization. Voelker is a pragmatist, however, as well as a good businessman, and knows when to cut his losses and when to follow something through so that future "clients" will have a good impression of the group.

History:

Spider-Woman II

Statistics:

F	EX(20)
A	AM(50)
S	IN(40)
E	RM(30)
R	GD(10)
I	TY(6)
P	RM(30)
Health:	140
Karma:	46
Resources:	GD(10)
Popularity:	5

Talents:

Espionage

Contacts:

Avengers

Background:

Real Name: Julia Carpenter
Occupation:
Legal Status:
Identity:
Place of Birth:
Marital Status:
Known Relatives:
Base of Operations:
Past Group Affiliations:
Force Works, Avengers
Present Group Affiliation:

Known Powers:

Wall Crawling:
AM(50)

Psychic Web:
MN(75)
Spiderwoman can weave a psychic web. They can be destroyed by physical force, and they also dissolve if she is knocked unconscious.

Within her own area, the webs are of MN strength.
Up to one area away they are IN.
Two areas away, EX.
Three areas away, her maximum range, TY strength.

Additional Notes:

Author:

Ty R. States, Dec 1998

Sources:

[background req.]

Role-Playing Notes:

History:

Spirit of '76

Statistics:

F	EX(20)
A	EX(20)
S	GD(10)
E	EX(20)
R	TY(6)
I	GD(10)
P	TY(6)
Health:	70
Karma:	22
Resources:	FE(2) / MN(75) as Captain America II
Popularity:	10 / 50 as Captain America II

Background:

Real Name: William Nasland
Occupation: Adventurer
Legal Status:
U.S. citizen with no criminal record
Identity: Secret
Place of Birth:
Philadelphia, Pennsylvania
Marital Status: Single
Known Relatives: None
Base of Operations:
Mobile, Philadelphia
Past Group Affiliations:
Crusaders (as Spirit of '76), Invaders (as Captain America), All-Winners Squad (as Captain America)
Present Group Affiliation:

Equipment:

Cape:
When Nasland was the Spirit of '76, he wore a special cape that provided him with Good protection from physical and flame attacks, but Slam and Stun results could still effect him. The cape automatically protected him from such attacks made from behind, but he could alsb draw it around him to protect him in the front.

Shield:
While Captain America, Nasland used a shield made of steel (Remarkable strength material). The shield provided him with Remarkable protection against physical attacks, but he was still effected by Slams and Stuns. He could throw the shield up to three areas away, causing Good Blunt Throwing damage.

Talents:

The Spirit of '76 was apparently trained in **Martial Arts A and B**.

Contacts:

As the Spirit of '76, Nasland had contacts with the Invaders. As Captain America, he had contacts with the Invaders and the All-Winner's Squad.

Additional Notes:

Role-Playing Notes:

Nasland was a brave man who truly believed in his country. His great patriotism made him the perfect replacement for Captain America when Steve Rogers disappeared. While he was Captain America, Nasland was driven to take chances so that no one would know that he was not really the original Captain America. He felt that he constantly had to prove himself to be worthy to wear Captain America's costume.

History:

Nasland first became well-known in the 1940s as a costumed hero fighting Nazi espionage in America. He probably adopted his patriotic costume and name in honor of the original Captain America. In 1942, the Spirit of '76 moved to England and became the only non- British member of the Crusaders, a group of super humans dedicated to foiling Nazi efforts in London. The Crusaders had been recruited by a man named Alfie, who they thought to be with the British government. In reality, Alfie was a German spy that had organized the Crusaders to help in a plan to discredit the Invaders. Alfie also planned to use the Crusaders in a plan to assassinate King George VI. Alfie convinced the Crusaders that the Invaders were actually Nazi agents, which led to a battle between the two teams at the christening of a battleship. The Invaders were able to stop the assassination and reveal Alfie's true nature. The Crusaders broke-up, but Nasland continued his career as a hero In 1945, right before the end of the war, the original Captain America and Bucky disappeared. President Harry S. Truman asked Nasland to become Captain America and asked a boy named Fred Davis to take up the identity of Bucky The new Captain America and Bucky fought with the Invaders against the Japanese in the Pacific Theater of operations. Afler the war was over, Nasland and Davis joined the AllWinner's Squad, a post-war version of the Invaders which operated in the United States. In 1946, the All-Winner's squad discovered a plot to substitute a robot double for a Boston congressio nal candidate, John F Kennedy The being behind the plot was Adam II an evil android created by Professor Phineas T. Horton. Nasland and Davis discovered Adam II and his hideout. The two heroes battled Adam II and hordes of his robots Davis was knocked unconscious during the battle. Nasland escaped and went to Boston's Old North Church, planning to summon the other members of the All- Winner's Squad. One of Adam's robots caught I up with Nasland and crushed him in - his grip. The dying Nasland used a flare device to destroy the robot and to summon the All-Winner's Squad. The Squad was able to defeat Adam II and thwart his plans, thanks to the dead hero.

Author:

Keith Kilburn, Dec 1998

Sources:

Spitfire

Statistics:

F	EX(20)
A	IN(40)
S	GD(10)
E	IN(40)
R	TY(6)
I	GD(10)
P	EX(20)
Health:	110
Karma:	36
Resources:	IN(40)
Popularity:	5

Background:

Real Name:
Jacqueline Falsworth Crichton
Occupation: C.E.O. of Falsworth Industries, adventurer.
Legal Status:
Citizen of the United Kingdom with no criminal record.
Identity: Secret
Place of Birth: New York City
Marital Status: Widow
Known Relatives:
Lord Falsworth (father, deceased), Brian Falsworth (brother, deceased), Lord Crichton (husband, deceased), Kenneth Falsworth(son, deceased)
Base of Operations:
London, England
Past Group Affiliations:
Invaders
Present Group Affiliation:

Known Powers:

Lightning Speed:
Jacqueline can apparently run at Good (8) ground speeds (50 m.p.h.). As such, she can traverse up to eight areas in one combat turn, making her quite dangerous in combat. When running at super speed, Jacqueline leaves a trail of fire behind her; this fire inflicts no damage, but looks really cool in battle...
Jacqueline can also run up walls and across water, moving fast enough that normally applicable physical laws don't have time to catch up with her (or something like that). She does this at the same speed she crosses normal ground with.

Whirlwind:
Jacqueline can manufacture a small whirlwind to keep foes at bay, doing so with Incredible (40) ability. If caught in such a mini-tornado, a target can free himself by using flight, telekinesis, or just shooting Jacqueline to make her stop maintaining the whirlwind.

Hypersonic Punch:
Jacqueline has been seen moving in on somebody at super speed, and then smacking them on her way out. She can use this trick to inflict Incredible (40) Blunt Attack or Force damage, depending on whether or not she actually connects (her choice).

Enhanced Lower Body Strength:
Jacqueline's leg strength was enhanced in the odd accident that gave her powers, boosting her legs' applicable Strength rank to Remarkable (30). This allows for her super speed, but can also make for quite a mean kick...

Body Resistance:
Finally, Jacqueline is much more resistant to bodily harm than is a normal person. In essence she has this useful power at Good (10) rank.

Talents:

First Aid:
Jacqueline has been fully trained in first aid techniques, and can typically keep an extremely wounded body alive if at all possible, as long as she makes a concerted effort to do so.

Martial Arts A and B:
Having been well trained in self defense and Melee combat techniques by both Captain America and Union Jack 1 during the War, Jacqueline can make unarmed melee attacks at +1 CS, and can score slam and stun results in combat regardless of the differences

in Strength and Endurance between Jacqueline and her opponent.

Pilot / Air:
Jacqueline has demonstrated on several occasions her ability to fly an airplane. She knows how to fly just about any plane from the 1940s and before, and makes applicable Agility FEAT rolls concerning the operation of aircraft at +1 CS.

Contacts:

As a member of the **Invaders**, Jacqueline can easily rely upon that team of heroes for aid, should she need to. Also, as an Invader, Jacqueline is also an honorary member of the **Liberty Legion**, and can count them as loyal allies.
Since the war Jacqueline has been busy running **Falsworth Industries** and has vast contacts in the business world and has reacquainted herself with **Captain America**, the **Human Torch 1** and **Namor** (having briefly ran Oracle Inc. for him.)

Additional Notes:

Role-Playing Notes:

Though not as arrogant as some of the upper class of Britain, Jacqueline nonetheless has a slight twinge of snobbishness in her. This doesn't stop her from fighting for her nation or her ideals, however; she fights for what she believes in with an unrivaled optimism and cheer.

History:

Daughter of the original Union Jack (from World War 1), Lady Jacqueline Falsworth first came into prominence during World War 2 as a member of Britain's Home Guard, when she was viciously attacked by the evil Baron Blood (who, though neither knew it, was her uncle).

Before any real damage could be done, Jacqueline was rescued by the Human Torch, who took her home after her ordeal. While there, he befriended both Union Jack and his family, and was present when Baron Blood struck again, kidnapping Jacqueline for befriending the Invaders.

By the time the Invaders freed Jacqueline, she had lost a severe amount of blood due to Baron Blood's vampiric attack. Taking her to a hospital, the heroes got her an emergency blood transfusion from the Human Torch, at which point the Blue Bullet attacked the hospital.

He was looking for the Invaders, in order to crush them with his shiny new armor. While this battle took place, Jacqueline's body had a mutagenic reaction to the combination of android cells and vampiric ichor in her blood, and she developed the power to move at incredible speeds.

Feeling up to a fight, she raced to the battleground below, and managed to save the Human Torch from the Blue Bullet's rampage. After the battle, Jacqueline managed to completely recover from her injuries, and donned the costume and identity of Spitfire, after the British attack planes.

With that, Jacqueline joined up with the Invaders, and battled with them alongside her brother (the second Union Jack) while they warred against the Nazis in the European Theatre. After the War, however, Jacqueline's powers had faded (by 1950, anyway), and she eventually married Lord Crichton.

Recently, however, circumstances forced Jacqueline to get a secondary blood transfusion from the original Human Torch (who himself had recently returned to 'life'), and this addition of artificial blood cells rekindled the high-speed powers of Spitfire once again.

Moreover, the transfusion had rendered Jacqueline's physical body young again, making her apparent age somewhere in her teens, even though she's actually much older. Now youthful once again, Jacqueline occasionally goes on adventures when necessary...

Author:

Keith Kilburn and Denny Hill, Jan 1999

Sources:

Spyder

Statistics:

F	TY(6)
A	TY(6)
S	TY(6)
E	GD(10)
R	RM(30)
I	EX(20)
P	RM(30)
Health:	28
Karma:	80
Resources:	IN(40)
Popularity:	0/-20 in intergalactic community

Background:

Real Name: Spyder
Occupation:
Intergalactic Entrepreneur
Legal Status: Not recognized by any Earth-bound agency.
Identity:
Spyder's existence is not known to the general populace of Earth.
Place of Birth: Unrevealed
Marital Status: Status
Known Relatives: None
Base of Operations:
An unidentified planet in a distant system.
Past Group Affiliations: None
Present Group Affiliation: None

Equipment:

Flight Platform:
When in a possible combat situation Spyder often rides a floating platform with the following stats:

Control: Gd(10)
Speed: Fe(2), 2 areas/round
Body: Fe(2).
Protection: Sh 0

This platform has a deflection sphere which provides anyone on it with Amazing protection against all forms of attack.

Guards:
Spyder employs a number of mercenaries with the following statistics:

F	A	S	E	R	I	P
EX	EX	EX	EX	TY	GD	TY

Health: 80

Spyder's guards usually carry weapons of Excellent material which do Remarkable damage up to 3 areas away. They also wear armor that provides them with Excellent body armor.

Spaceship:
Spyder travels through space in a spacecraft with the following stats:

Control: Gd(10)
Speed: Rm(30), 15 areas/round
Jump Drive: Am(50)
Body: Mn(75)
Protection: In(40)
Shields: In(40)

It is protected a Monstrous strength jamming device effective against all forms of detection and can carry up to 500 tons of cargo. It has a number of smaller cargo and assault shuttles, and is divided into 20 compartments.

Talents:

Spyder is skilled in the fields of **Business/Finance** as they apply to intergalactic races. He is unfamiliar with the business practices of Earth and would probably consider them childlike.

He is also trained in **Starship Helm Operation** and **Astronavigation**.

Contacts:

Spyder is not particularly trusted by anyone in the galaxy, although they will deal with him when necessary because he can provide them with what they want.

Additional Notes:

Role-Playing Notes:

Spyder comes from a race of alien beings who are incapable of feeling emotion. He has a collection of bottled "emotions" which he uses whenever he thinks it is necessary to feel an emotion. Spyder views all situations in how they represent a profit or loss for him. If an operation is "going into the red" he will abandon it. All of his plans are aimed at making a maximum amount of profit at a minimum cost.

History:

Spyder's history is not known. It is believed that he was responsible for the capture of Lila Cheney from Earth and that he sold her into slavery. This was part of some overall scheme, as he later foreclosed to Lila's buyers, and he drove them into bankruptcy. Having gained this profit, he attempted to double it by recovering Lila from Earth and using her as cheap intergalactic transportation.

Spyder's guards captured Lila from a rock concert on Earth by using a power dampening device. Spyder returned to his home planet, but used the alien Gossamyr to lure the New Mutants to come after him. He took them captive, but they escaped with Gossamyr's help. During the ensuing fight three males of Gossamyr's race were released from hibernation and they threatened to destroy Spyder's planet entirely. Lila Cheney was forced to apparently sacrifice her life to teleport them as well as herself into the nearby star.

The New Mutants were prepared to take on Spyder, but Illyana's powers were fading and she was forced to teleport them back to Earth before she lost her powers entirely. When last seen, Spyder and his organization were primarily intact. It is unknown whether he will attempt to recover his profit by capturing the New Mutants or other superhuman beings on the Earth in the future.

Author:

Norseman, Jan 1999

Strong Guy

Statistics:

F	EX(20)
A	GD(10)
S	AM(50)
E	AM(50)
R	TY(6)
I	TY(6)
P	TY(6)
Health:	130
Karma:	18
Resources:	TY(6)
Popularity:	15

Background:

Real Name: Guido Carosella
Occupation: Bodyguard.
Legal Status:
American citizen with no criminal record
Identity: Public
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives:
Father and mother, deceased
Base of Operations:
On tour with Lila Cheney
Past Group Affiliations:
Muir Islanders, X-Factor
Present Group Affiliation:

Known Powers:

Guido enjoys the mutant abilities of superhuman strength and endurance, making him strong enough to knock a man out by flicking his finger! He also has one special power:

Kinetic Energy Absorption:
Guido can absorb kinetic energy from punches and other Blunt physical attacks and use that energy to increase his Strength. He can absorb such attacks of up to Unearthly Intensity. The rank of the attack determines Guido's enhanced Strength rank (his Health does not increase). Physical attacks of less than Amazing (50) Intensity do not affect his Strength; it simply remains at his natural Strength rank of Amazing. Because he absorbs the blow, Guido takes no damage from Blunt physical attacks of less than Shift X Intensity. However, Guido must expend the absorbed kinetic energy on the following turn by striking a target (whether it is the ground, a building, or a foe) or he suffers blunt damage equal to the energy he absorbed.

Talents:

Guido has some experience with high finance, and extensive knowledge of the music and entertainment business, including its seedier sides.

Contacts:

Guido is the bodyguard of **Lila Cheney.** He's a friend of **Dazzler** and is acquainted with the **X-Men** and **X-Force**, as well as being a former member of **X-Factor**.

Additional Notes:

Role-Playing Notes:

Guido is new to the hero business, but as Lila Cheney's doorman, he has had long experience with mutants and weird happenings. A lot more intelligent than he looks, Guido considers himself a "nineties guy"--sensitive with the ladies but macho when he needs to be. He doesn't take superheroing very seriously, but it pays well and since it lets him associate with various fab babes in scanty outfits, hey, why not try it?
Guido has an Epicurean philosophy: Have fun, live the good life now, and let tomorrow take care of itself. But he has a good heart, and is willing to help people (especially attractive women) who are in trouble. He has a warm, bantering relationship with his fellow teammate Polaris.
Recently, Guido has developed an easy manner with the news media and has proven very quotable: he coined the new term "Genetically Challenged" (Geecee) as a politically-correct alternative to "mutie."

History:

Guido lived a life of ups and downs. He was a nerdy-looking kid, bullied by the other children. Until he reached puberty. Then he started growing, and no one bullied him again.
But he had other problems. Guido's parents were skinflints who saved all their money for the future and insulted him because of his size and his spend-thrift attitude--until a falling satellite crushed them. Guido settled out of court with the owners for a vast amount of dough. For a while, he lived a life of luxury. Then he was wiped out by bad investments. To make ends meet, he took a job as a bodyguard for the singing thief Lila Cheney, but that dried up when Lila vanished into space. He was minding her house and worrying about cash when Dazzler dropped in to visit. The X-Men's enemies weren't far behind, and before he knew it, Guido had became one of the Shadow King's slaves on Muir Isle.
After the fall of the Shadow King freed him, he and several other Muir Islanders became founding members of the new X-Factor team with Guido serving as the team's muscle. Since joining X-Factor, Guido has taken the name "Strong Guy" and become X-Factor's defacto press spokesman.
On his first mission, he fought Slab (one of Mister Sinister's Nasty Boys) who had taken the Washington monument hostage. Guido defeated Slab, but in the process destroyed the Washington Monument. Guido felt bad enough to think about quitting the team, but X-Factor's lawyers got him off the hook, and it was later discovered that he had been set up for a public relations disaster by Senator Steven Shaftram, a pawn of Mister Sinister. At present, Guido remains a media darling.

Author:

Norseman, Dec 1998

Sources:

GHOTMU #?

Sundragon

Statistics:

F	TY(6)
A	GD(10)
S	TY(6)
E	EX(20)
R	TY(6)
I	GD(10)
P	IN(40)
Health:	42
Karma:	56
Resources:	FE(2)
Popularity:	0

Background:

Real Name: Pamela Douglas
Occupation:
Adventuress, former editor
Legal Status: U.S. Citizen
Identity: Secret
Place of Birth: Unknown
Marital Status: Single
Known Relatives:
Heather Douglas (cousin)
Base of Operations: Mobile
Past Group Affiliations:
Eternals of Titan
Present Group Affiliation:

Known Powers:

Telepathy:
Amazing rank.

Mind Control:
Amazing rank.

Mind Blast:
Remarkable Intensity with a maximum range of one area.

Kinetic Bolt:
Excellent damage with a three-area range.

Force-Field Generation:
Sundragon can create a force field that provides Amazing protection against physical and energy attacks, and CI1000 protection versus plasma attacks.

Navigation Sense:
Unearthly.

Teleport:
Sundragon can teleport herself and up to two other people with Unearthly ability. She must know the other people she is teleporting quite well, and she can even teleport people she knows to her location if they are within range.

Transport:
Sundragon rides a large dragon made of stellar matter, which she controls mentally. The dragon has the following statistics:

F	EX	(20)
A	UN	(100)
S	UN	(100)
E	UN	(100)
R	TY	(6)
I	GD	(10)
P	RM	(30)
Health:	320	
Karma:	46	

The dragon can fly at CI3000 speed. The dragon surrounds its passengers with a field that protects them from the vacuum of space, provides life support and provides them with Amazing protection against energy and physical attacks.

Talents:

Pamela is a trained journalist.

Contacts:

Sundragon can rely on help from the Eternals of Titan, Moondragon, the Gargoyle (Isaac Christians), and the sentient stellar cloud known as Cloud. Sundragon is currently traveling with the dragon and the Titan named Demeityr. Isaac Christians has recently returned to Earth.

Additional Notes:

Role-Playing Notes:

Sundragon is a simple woman who is awed by the changes that have taken place in her life recently. She is a kind woman who is truly thrilled by the wonders-of the universe she is now exploring.

History:

A few years ago, the arrogant psionic known as Moondragon came under the influence of the evil being known as the Dragon of the Moon. She attacked her fellow Defenders, who defeated her at the cost of the lives of several members. Moondragon's body turned into a statue which then crumbled into dust.

Moondragon's soul, though shattered, somehow survived and was set adrift. Her soul finally found sanctuary in the mind of her closest living relative, her cousin, Pamela Douglas. Moondragon also somehow contacted the computer called ISAAC, who helps run the Eternal colony on Titan, a moon of Jupiter. ISAAC started creating a clone of Moondragon.

The weakened soul of Moondragon then began to contact her host, Pamela. At first Pamela thought she was going mad, especially when two clawed hands and a man wearing a mystic crystal began attacking her. She escaped and Moondragon was finally able to initiate contact and explain what was happening to the scared young woman.

At first Moondragon had no idea where the hands came from, but she soon learned they belonged to the disembodied soul of Isaac Christians. Known as the Gargoyle, Isaac had been one of the Defenders seemingly killed when the corrupted Moondragon was defeated. She was able to calm down Isaac Christians's soul and make amends. Isaac's soul now existed in a red crystal that he had once picked up in Doctor Strange's house. Pamela put the necklace with the crystal around her neck.

Moondragon's personal spacecraft then arrived to whisk all three away to the Titan moon. The Eternals made Pamela feel welcome there, while they waited for Moondragon's clone to reach gestation. During this time, Pamela began to fall in love with a Titan named Demeityr.

When gestation day arrived, Moondragon and Pamela discovered that once the baby clone was imprinted with Moondragon's soul, the baby would be given to the care of the Priests of Shao-Lom and Pamela would be returned to Earth. Both Pamela and Moondragon violently objected to these terms. At first, it looked as if they would have to give in to the powerful Eternal leader, Mentor. Then Isaac Christians's soul spoke up and asked Mentor to remand the two women into his care. Mentor had come to know and respect Isaac Christians, so he agreed.

Pamela, the cloned infant of Moondragon, and the soul of Isaac Christians then started on a tour of the galaxy in Moondragon's spaceship. Just after leaving Titan, their spaceship was pulled into a giant ship belonging to the mysterious Dance. Moondragon told Pamela that the powerful race moved through the universe and performed a variety of seemingly random acts. No one knew why.

The Dance members started forcing Pamela and the others into a column of fusion-level plasma. Somehow, Pamela and Moondragon's mental powers awakened and saved them from death. Pamela's powers were either awakened by Moondragon's efforts, the close call with death, or some mutation caused when she entered the plasma column.

Not only did they teleport themselves out of the plasma column, but they also teleported Demeityr to the Dance ship. The Dance then let them go free, apparently done with them.

Demeityr joined their little tour and they left for parts unknown. As the months went by, Moondragon's cloned body matured at an accelerated rate, but not fast enough to suit her. An encounter with the living nebulae, Cloud, who had also been a Defender, angered the arrogant Moondragon. A few days later, Moondragon became angered by the intimacy Pamela and Demeityr shared. She mentally assaulted them and then forced her body into complete maturity.

Moondragon then attacked Demeityr, Pamela, and Isaac, and teleported them outside to die in the vacuum of space. Luckily, a nearby star held part of the consciousness of the living nebulae, Cloud. Cloud saved them and then used her powers to activate the rest of Pamela's dormant powers, and to give her a new form. She also formed a body out of stellar matter for Isaac's soul to inhabit. She then created a dragon out of stellar mass, that Pamela could control and use as a form of travel.

They then confronted Moondragon, who confessed that she felt as if no one really cared for her, and that everyone loved Pamela. Pamela and the others forgave Moondragon and told her that they loved her. Touched by their love, Moondragon realized her error of her ways and promised not to make the same mistakes again.

Pamela, now calling herself Sundragon, Demeityr, and Isaac resumed their exploration of space while Moondragon headed back for Earth. Recently, Isaac left Sundragon and the others to return to Earth. The current whereabouts and conditions of Sundragon and her traveling companions are unknown.

Author:

Norseman, Dec 1998

Sources:
GHOTMU #?

Super Nova

Statistics:

F	IN(40)
A	IN(40)
S	SH X(150)
E	SH Y(300)
R	EX(20)
I	EX(20)
P	TY(6)
Health:	530
Karma:	46
Resources:	AM(50)
Popularity:	-15

Background:

Real Name: Unrevealed
Occupation: Hunter
Legal Status:
Last remaining citizen of Xandar
Identity: Secret
Place of Birth: The planet Xandar
Marital Status: Unrevealed
Known Relatives: None
Base of Operations: Mobile
Past Group Affiliations: None
Present Group Affiliation:

Known Powers:

Growth:
Super-Nova stands 60 feet tall, thereby able to cause Shift Y effects when performing FEATs of Strength. His opponents gain +3CS when attempting to hit him.

Skin Armor:
The Xandarian has Unearthly skin armor against all physical and energy attacks. Moreover, Super-Nova can survive any extreme of temperature or pressure, including hard vacuum.

Energy Blast:
Super-Nova combines all the power of the Xandarian race into his frame, allowing him to fire Shift X blasts of energy at a range of 10 areas.

Flight:
Super-Nova can fly at Amazing airspeed (10 areas per turn)

Talents:

Super-Nova is skilled at **Astronavigation** and is a trained **space pilot**.

Contacts:

None

Additional Notes:

Role-Playing Notes:

Super-Nova is monomaniacally pursuing Nebula, a renegade Eternal who destroyed the remains of the planet Xandar. He will do whatever he feels might be necessary (or even just useful) to find her.

History:

The world-devourer Galactus found the planet Xandar years ago and consumed its energies before passing onto another world to sate his hunger. But the Xandarians used their sophisticated technology to keep four cities alive, encapsulated in environmental spheres. Parts of those cities housed the "Living Computers" of Xandar, disembodied brains which kept alive the history and culture of the race.

The pirate Nebula, dismayed at the resistance the Xandarian forces posed to her ships, destroyed the cities and continued on her way. Before the race died, however, they invested all the power and information of the Living Computers into one of their citizens, a soldier in the Nova Corps, and they charged him with avenging them upon Nebula. When Super-Nova heard that Nebula had been an Avenger, he traveled to Earth to seek her out and kill her. But, in fact, Nebula had been an Avenger for only a brief period of time before he true nature was found out. Super-Nova continued to level the city of Chicago, threatening the Avengers that he would continue his rampage until the murdering Nebula was brought to him.

His fury grew as the Fantastic Four and both sets of Avengers tried to stop his rampage, until Reed Richards appeared on the scene with Doctor Doom's time machine. Due to her associations with a number of different Kangs, Nebula was lost in the timestream, and Richards offered to send Super-Nova there to continue his pursuit. The Xandarian agreed, and his current whereabouts are unknown.

Author:

Norseman, Dec 1998

Sources:

Super Sabre

Statistics:

F	GD(10)
A	EX(20)
S	TY(6)
E	RM(30)
R	TY(6)
I	TY(6)
P	GD(10)
Health:	66
Karma:	22
Resources:	TY(6)
Popularity:	5

Background:

Real Name: Martin Fletcher
Occupation:
Ex-soldier, ex-vigilante, now a U.S. government agent.
Legal Status:
Naturalized U.S. citizen, accused of several crimes but never brought to trial (pardoned)
Identity: Fletcher's identity as Super Sabre is not known to the general populace
Place of Birth: Liverpool, England
Marital Status: Single
Known Relatives: None
Base of Operations:
Formerly a cabin in upstate New York, now Washington, D.C.
Past Group Affiliations:
Ally of Crimson Commando and Stonewall
Present Group Affiliation:
Freedom Force

Known Powers:

Super Speed:
Super Sabre has the ability to run at Amazing land speed (8 areas/round). He can reach this speed in a normal round and has no trouble making high-speed maneuvers. He must make an Endurance FEAT roll of Yellow or Red level to come to a sudden stop if caught by surprise. As Power Stunts, Sabre can:

- Dodge as if his Agility was Amazing
- Make up to four attacks in a single round by making a Yellow FEAT roll on the Amazing column.
- Make a "microsonic boom" if he is grappling an opponent. This causes the opponent to roll on the "Stun?" effects table with an automatic - 2CS.

Protected Senses:
Sabre wears goggles that provide him with Excellent protection against blinding attacks

Talents:

Super Sabre's high speed provides him with the equivalent of Martial Arts B and E. He is a former soldier with Military training.

Contacts:

Super Sabre is a long time ally of the Crimson Commando and Stonewall. He has contacts as a member of the Freedom Force and may have some contacts in the U.S. or British armed forces.

Additional Notes:

Role-Playing Notes:

Super Sabre is extremely overconfident and can often be tricked or taken off-guard. Unlike his companions he has little trouble rationalizing their murder of drug dealers and other criminal lowlife. Ironically, he often makes "snap" judgments, even regarding his long-time teammates, and has a quick temper.

History:

The origin of Super Sabre gaining his powers is unknown, although he is presumed to be a mutant. Sabre, along with Stonewall and Crimson Commando, fought together against the Nazis in World War II. Afterward, they returned to fight crime in the U.S. When the Communists began to exert global influence, the team was asked by the government to not interfere, and as a result they went into retirement.

In recent years the group saw a rise in prostitution and drugs, and they took it upon themselves to form a vigilante committee. They sought out criminals, particularly drug dealers, brought them to a cabin in an otherwise deserted area of upstate New York, and hunted them down for sport.

They captured Storm during a period when she had lost her powers, mistaking her for a criminal when they discovered her at the burned out ruins of Jean Grey's parents' home. Storm managed to avoid capture and forced the men to face their consciences by turning themselves over to the authorities. The government then decided it would be bad publicity to bring them to trial. Instead it offered them pardons in return for their serving as members of Freedom Force, the U.S. government - sponsored superhero task force. They have remained with that group ever since.

Author:

Norseman, Dec 1998

Sources:
Ghotmu #?

S'ym

Statistics:

F	IN(40)
A	RM(30)
S	MN(75)
E	UN(100)
R	GD(10)
I	IN(40)
P	AM(50)
Health:	245
Karma:	100
Resources:	None needed
Popularity:	-35

Background:

Real Name: S'ym
Occupation: Ruler of Limbo, would be conqueror of Earth
Legal Status: Inappropriate
Identity: S'ym's existence is not known to the general populace of Earth
Place of Birth: Unrevealed, presumably Limbo
Marital Status: Single
Known Relatives: None
Base of Operations: Limbo
Past Group Affiliations: Former servant of Magik, leader of the demons of Limbo
Present Group Affiliation: None

Known Powers:

Shape-changing:
Infection from Magus' techno-organic virus has given S'ym similar powers. He can alter his shape into any form he desires. His height has varied between 6 and 100 feet. He can extend any portion of his body, including optical sensors, up to 10 areas away from his main trunk. He can modify his Amazing material strength body to form any object he can conceive of with Excellent ability. Portions of his body may be destroyed or shredded, but as long as even one piece remains he can recreate himself. He can regenerate damage to himself with Unearthly ability.

Body Armor:
S'ym's transformed body provides him with Incredible protection against all forms of attack.

Techno-organic Infection:
Like Magus, S'ym can absorb energy from others by touching them (a normal Fighting roll). Anyone he touches is also infected with the techno-organic virus. S'ym can then immediately drain them, adding their Health to his (up to his maximum Health. S'ym must normally make a Psyche FEAT roll against his opponent's Psyche to drain energy, and so can be resisted. If he fails in his attempt, the person he touched gains the same powers that he has.

He can also put them under his mental domination. He never allows them to change shape, but they gain Incredible armor and can infect others with the techno-organic virus. They also retain all of their original abilities and powers, although all Karma is lost. S'ym can maintain any number of creatures under his mental control, regardless of range or separating dimensions.

Demon Servants:
With Magik's departure, S'ym rules Limbo and the demon residents therein. An "average" demon has the following statistics:

F	A	S	E	R	I	P
EX	GD	EX	RM	PR	TY	GD

Health: 80 Karma: 20

These demons normally have Good body armor, Good air speed, and Good strength claws. Since S'ym was infected by techno-organic virus, they have since gained Incredible body armor against all forms of attack.

Original Form:
Before his transformation, S'ym had Remarkable strength claws, Amazing body armor against physical and energy attacks, and Good body armor against magical attacks.

Teleportation:
S'ym can teleport with Unearthly ability through the use of magic

Talents:

S'ym is considered to have the equivalent of the **Psychiatry** skill because of his wide experience in torture and temptation. He presumably speaks all known Earth languages.

Contacts:

S'ym was the former servant of Magik. He usurped her position as ruler of Limbo and now controls all of the beings therein.

Additional Notes:

Role-Playing Notes:

S'ym is a ruthless being who will do anything necessary to obtain absolute power. If overpowered he will beg and whine. If in control he will gloat endlessly of his triumph. He enjoys physical conflict, particularly when he is involved himself, perhaps too much for his own good. He can often be lured into combat when it would be wiser for him not to.

History:

S'ym's background prior to Illyana Rasputin's entry into Limbo is not known. At this time he was Belasco's major servant within the realm of Limbo. Belasco often allowed S'ym to do his "dirty work." S'ym was not particularly fond of taking orders, but played along, seeing a possibility for ultimate power.

When Belasco was defeated by Illyana, S'ym remained with him, and later traveled to Earth to bring Magik (as Illyana was now called) back to her master. He was defeated by the New Mutants and swore loyalty to Magik.

S'ym obeyed his new mistress' commands, but always awaited a chance to overthrow her. The opportunity came when the being known as Magus pursued the New Mutants through Limbo. S'ym was infected with Magus' techno-organic virus, and Magus had no time to drain his energies before leaving Limbo in pursuit of his son. With his powers vastly augmented, S'ym infected Limbo and all of its creatures with the techno-virus. S'ym was now the creature with the strongest willpower in that realm, and with Magik unable to reenter it for any length of time for fear of being infected, he soon ruled supreme.

This was not enough for S'ym, however, and he planned to gain control of Magik, sending his minions into the Marvel-Earth dimension to rule supreme over all. This brought him into conflict with N'astirh, another demon who sought to use children of power to form a gateway so that his forces could rule. S'ym and N'astirh fought on several occasions until N'astirh allowed himself to be infected with the techno-virus. This strategy gave N'astirh access to technology created by the mutant Taki which he had previously been unable to use because of his demonic nature. Taki used his control over machinery to defeat N'astirh.

S'ym was left alone to complete his conquest, but his former mistress Magik sacrificed all of her power to reconfigure Limbo as if she had never been there. This action removed S'ym and all of his followers from Earth. His current whereabouts and plans are unrevealed.

Author:

Norseman, Jan 1999

Szardos, Margali

Statistics:

F	TY(6)
A	GD(10)
S	TY(6)
E	IN(40)
R	TY(6)
I	AM(50)
P	UN(100)
Health:	62
Karma:	156
Resources:	PR(4)/CL1000 in own realm
Popularity:	0

Background:

Real Name: Margali Szardos
Occupation:
Fortune Teller, Sorceress
Legal Status: Unknown
Identity: Secret
Place of Birth: Unknown
Marital Status: Unknown
Known Relatives:
Stefan Szardos (son, deceased), Amanda Sefton/Jimaine Szardos (daughter), Kurt Wagner (foster son)
Base of Operations:
A pocket dimension known as the Winding Road
Past Group Affiliations:
None
Present Group Affiliation:
None

Equipment:

Magic Wand:
All of Margali's power originated from the mysterious wand she possessed. The wand itself was only made of a material with a Good Material Strength. When the wand was taken from Margali, she reverted to her true mortal form, that of an old woman. While possessing the wand, Margali had the following magical abilities:

Magical Ability:
Margali possessed a Mastery Level of Master of the School of Faerie Magic. This meant that her spells suffered a -2CS when aimed at cold iron or metallic objects, or organic beings who were partially metal in form.

Pocket Dimension:
Margali was the sole ruler of a small mystical pocket dimension. She could people the dimension with various beings of her making, and she could make the dimension take on any physical aspects she wished.

Summoning:
Margali had the ability to summon Doctor Strange's mystic Eye of Agamotto and to make it follow her commands, even if Doctor Strange actively resisted.

Spell Control:
Margali had the ability to warp any spell cast by anyone near her. Using this ability, she could change the general parameters of the spell's effect (range or duration, for example). This ability was Unearthly and had a one-area range.

Margali was a powerful sorceress who has the ability to call on the following spells at all times:

Personal:
Alteration-Appearance: Unearthly.
Growing: Unearthly.
Invisibility: Unearthly.
Shield-individual: Unearthly.
Shape-Shifting-Unlimited: Unearthly.
Transformation-Others: Unearthly.

Universal:
Conjure: Unearthly.
Eldritch Beams/Bolts: Unearthly.
Illusion: Unearthly.
Matter Rearrangement: Unearthly.

Dimensional:
Dimensional Aperture: Unearthly.

Any other spells she casted were of Monstrous rank

Talents:

Margali was a highly trained sorceress, possessing the Mystic Background, Occult, and Scholar of Antiquities talents.

Contacts:

Margali can definitely depend on aid from her daughter, Amanda Sefton/Jimaine Szardos, and she can probably depend on Kurt Wagner (Nightcrawler). It has not been revealed if she has any contact with any mystic entities or sorcerers, besides Doctor Strange

Additional Notes:

Role-Playing Notes:

Margali was a self-assured woman, quick to anger and vengeance. She was very confident and seemed to enjoy flaunting her mystical powers and knowledge. Margali was a regal person who was used to people obeying her every wish and command. Without the wand, Margali became a gentile, older woman who had no interest in power or command.

History:

Margali Szardos is a powerful sorceress whose origins have yet to be completely revealed. Margali had a son, Stefan, and she also took in the orphaned Kurt Wagner (who would one day become Nightcrawler of the X-Men). Margali trained her daughter, Jimaine Szardos/Amanda Sefton, in the mystical crafts.

Margali raised the children in a small Bavarian circus, where she pretended to be a simple fortune teller. While Kurt worked on becoming a circus performer, Margali trained Jimaine in magic. The brooding Stefan eventually left the circus to make his own way in life.

The small circus was taken over by a rich Texas millionaire, who ordered Kurt to be placed in the freak side show. The anguished Kurt quit the circus and headed towards Winzeldorf, West Germany, where Stefan lived. Kurt discovered that Stefan had gone mad and killed two children.

Two days after leaving the circus, Kurt tracked Stefan down and tried to capture him. During the fight, Kurt accidentally broke Stefan's back, killing him. Civilians discovered Kurt with Stefan's body, and because of Kurt's demonic appearance, they assumed that he had killed the two children. Kurt was saved from the mob by the psionic powers of Professor X, who asked Kurt to join his new team of X-Men. Kurt agreed and went to America with Professor X.

Margali blamed Kurt for Stefan's death. Jimaine, who had long ago fallen in love with Kurt, followed him to America and watched him. She became the airline stewardess Amanda Sefton, and arranged to accidentally meet Kurt. She mystically disguised herself so he would not recognize her, and they were soon dating each other regularly.

Margali eventually took her revenge on Kurt by exiling his mind and soul to a pocket dimension she had created. She did this during a birthday party held by the X-Men for Kurt. Margali magically placed a special gift among Kurt's other presents. When Kurt touched the present, a crystal likeness of himself, his mind and soul were taken out of his body. The prison dimension resembled hell as depicted in Dante's Inferno.

Amanda, pretending to be Margali, kidnapped Kurt's fellow X-Men and Doctor Strange. Amanda then sent them to the same dimension that Margali had sent Kurt, hoping that they would be able to help Kurt. Kurt finally confronted Margali in this pocket universe and convinced her of his innocence. Amanda then revealed her true identity to Kurt.

Later, Amanda Sefton heard a rumor that Dr. Strange needed a new apprentice, because Clea had left him. She went to Strange and asked to become his new apprentice (secretly compelled by Margali), as did every crackpot in the world who heard about the rumor. Strange arranged for all the petitioners to meet at one spot, where he told them that he currently had no wish to take on an apprentice.

Margali Szardos appeared and attacked Strange. Margali was angered that Strange had refused to take on her daughter as an apprentice. Strange cast a spell to force himself and Margali into the astral plane. Margali warped the spell so that all the would-be apprentices were also forced into the astral plane with them.

Strange and Margali battled with all their mystic forces. Strange soon realized that Margali's powers came from her wand. Strange tricked Margali and took the wand from her.

Margali immediately regained her true mortal form, that of an old woman. She explained to Strange that the wand was an evil entity that took over its owner's mind. Margali revealed that the wand had hoped to gain control over Strange. Upon returning everyone back to the physical plane, Strange destroyed the wand.

Thrilled to be freed of the wand's influence, Margali is currently living a quiet life.

Author:

Norseman, Dec 1998

Sources:
GHOTMU #?

[needs converting to MSHX magic rules]

Taki

Statistics:

F	TY(6)
A	GD(10)
S	PR(4)
E	EX(20)
R	EX(20)
I	GD(10)
P	GD(10)
Health:	40
Karma:	40
Resources:	PR(4)
Popularity:	1

Background:

Real Name: Takeshi Matsuya
Occupation: Student
Legal Status:
U.S. Citizen with no criminal record
Identity: Taki's abilities as a mutant are not known to the general public
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives:
Mother and father (unidentified, deceased), uncle (unidentified)
Base of Operations:
St. Simons Academy, New York City
Past Group Affiliations:
Ally of the "X-Terminators"
Present Group Affiliation:

Known Powers:

Transmutation:
Taki possesses the mutant ability to transmute metal, plastic, glass, and rubber into any shape or form that he can conceive with Remarkable ability. Anything that Taki creates has Remarkable statistics: a gun would do Remarkable Force or Energy damage, a helicopter would have Remarkable Air Speed. Taki cannot create objects out of thin air: he must have something to work with. Normally he uses his own wheelchair for transmutations, but he can alter other objects. The only limitation his transformations have is that energy must be supplied. The battery in his wheelchair only has enough power to provide the equivalent of Typical lifting strength. Other objects will have Strength equal to their own weight. Taki can create generators that refocus energy from other sources, such as the mutant Boom-Boom's Time Bombs.
Since the events of Inferno, Taki has lost much of his power and now he can only create objects that he can imagine in detail. For instance, he would have to know how to design a computer to create one. This will normally necessitate a Yellow or Red Reason FEAT roll, although simple objects (such as wheeled vehicles, simple projectile weapons, etc.) may require either a Green FEAT roll or no roll whatsoever based on the simplicity of the object in question.

Equipment:

Wheelchair:
Taki lost the use of his legs in an automobile accident and is unable to walk. He normally moves around in a wheelchair that has Typical ground speed, Good material strength, and Poor control.
Dyslexia: Taki suffers from dyslexia, which requires him to make a Yellow or Red Typical FEAT roll to read, and a Feeble Yellow or Red roll to write.

Talents:

Despite his youth, Taki has the Physics, Computers, Electronics, and Repair/Tinkering skills. He is also skilled at constructing vehicles of any sort, and receives a + 1CS there as well.

Contacts:

Taki is close friends with the mutants Leech and Artie Maddicks, and has helped the other members of the "X-Terminators." X-Factor has taken him under their wing because of his mutant status and efforts to thwart Inferno.

Additional Notes:

Role-Playing Notes:

Originally, Taki had a large chip on his shoulder and considered himself superior to his fellow students and teachers alike. He does want friends, however, and has become close pals with Artie and Leech. He tends to be overconfident, and is not as experienced a fighter as he would like to think he is.

History:

Taki is the son of Japanese-American citizens who were killed in an automobile accident when he was about six. That same accident cost him the use of his legs. An uncle took him in, but viewed him as a burden and shipped him off to St. Simons Academy for Pre-Adolescents. That same uncle felt a responsibility to attempt to have Taki healed, but the efforts of various doctors proved useless.

At St. Simons, Taki encountered the mutants Leech and Artie Maddicks who had been sent there by X-Factor. At that time the demon N'astirh had been sent to Earth by S'ym to find children of power. Leech and Artie were kidnapped and Taki's mutant power manifested for the first time when he transformed his wheelchair into a battlewagon to fight the goblins. His inexperience and Leech's power-nullifying abilities allowed him to be defeated and the goblins escaped.

When the teachers refused to believe his story, Taki called in the other youthful proteges of X-Factor (Rusty, Skids, Boom-Boom, and Rictor). Together they traveled to New York City but Taki was kidnapped by N'astirh's goblin minions. N'astirh believed that Taki could create a computer that could handle the magic spells which N'astirh needed to open a gateway between Limbo and Earth. Taki was able to, but stalled for time until the X-Terminators could arrive and rescue the babies that N'astirh was using to open a pentagram to Limbo.

In the final confrontation between N'astirh and S'ym, N'astirh allowed himself to be infected with the trans-mode virus which affected him in a way so that he could use Taki's computer whereas previously his demonic nature prevented him from doing so. In a last ditch effort Taki caused the computer he had created to revert back to normal. N'astirh, who was linked to the computer, was completely obliterated.

This effort cost Taki some of his power, limiting his abilities to transmute non-organics. He, Artie, and Leech returned to St. Simons where Taki is still attempting to overcome his dyslexia while perfecting his abilities.

Author:

Norseman, Jan 1999

Talon

Statistics:

F	RM(30)
A	RM(30)
S	RM(30)
E	RM(30)
R	TY(6)
I	EX(20)
P	EX(20)
Health:	120
Karma:	46
Resources:	?
Popularity:	0

Background:

Real Name:
Occupation:
Legal Status:
Identity:
Place of Birth:
Marital Status:
Known Relatives:
Base of Operations:
Past Group Affiliations:
Present Group Affiliation:

Known Powers:

Prehensile Tail:
Talon's tail provides him with an extra limb to do more tasks. He is able to grapple or hold with GD (10) strength.

Talons:
Talon, hence his code name has a set of talons on his hands and feet that are retractable and can be detached and hurled up to two areas away. There natural weapons are of GD (20) material strength and do GD (10) shooting damage. Talon can also use these as claws doing GD (10) edged damage. All talons grow back in two turns after detachment.

Magical abilities:
Talon is training as a novice sorcerer. his skills are still under and development. As of this writing he is able to use Personal and Universal spells with EX (20) potency. These include but are not limited to Levitation, and Eldritch beams/bolts. It is uncertain at this time if he can use dimensional spells, but it is certainly possible.

Talents:

Martial Arts A,& E, Acrobatics, and Arcane Lore.

Contacts:

Guardians of the Galaxy, Krugarr, Dr. Strange, Commandeers, Silver Surfer, Firelord and Inhumans (all in the 31st century.)

Additional Notes:

Author:

David Fryer, Jan 1999

Sources:

Role-Playing Notes:

History:

Talon was an Inhuman that was studying the Mystic arts when he encountered the Guardians of the Galaxy. He ended up joining that group and took part in many adventurers as part of that team.

Tarantula I

Statistics:

F	EX(20)
A	RM(30)
S	EX(20)
E	RM(30)
R	TY(6)
I	GD(10)
P	GD(10)
Health:	100
Karma:	26
Resources:	GD(10)
Popularity:	-6/4 in own country

Background:

Real Name:
Anton Miguel Rodriguez
Occupation:
Professional Criminal. Former government operative, terrorist, and revolutionary
Legal Status
Citizen of an unidentified South American country with an international crime record
Identity: Public
Place of Birth:
An unidentified South American country
Marital Status: Unknown
Known Relatives: None
Base of Operations:
An unidentified South American country, later New York City and Miami Beach
Past Group Affiliations:
Former ally of Lightmaster, Kraven the Hunter, the Jackal, Senor Suerte II, and the Brand Corporation
Present Group Affiliation: None

Known Powers:

Mutated Form:
During the period when the original Tarantula was mutated into a giant spider, he possessed the following abilities:

F A S E R I P
EX RM IN AM FE TY TY
Health: 140 Karma: 14

In this form Tarantula had four additional spider-like arms extended from his chest. These arms could attack anyone in the same area and ended in razor sharp claws made of Good strength material capable of doing Excellent edged damage. He was capable of spinning a web of Remarkable strength material at any target within two areas.

Equipment:

Spiked Apparel:
Tarantula wore boots equipped with retractable spikes made of Excellent strength material that could do Excellent Edged damage. He also wore gloves equipped with retractable blades of the same material. The blades and point were anointed with poison which was injected when the spike did damage. The poison required the victim to make a Yellow Endurance FEAT roll or be at -3CS on all physical activities for 1-10 rounds. A second dose would require an additional Yellow Endurance FEAT roll or the victim would have to roll on the "Kill?" table. Although it was not common, he could increase the dose so that both effects would take place in a single dose instead of two.

Talents:

Tarantula was skilled in **edged weapons, Martial Arts B & E**, and **Acrobatics**. He was a soldier and had the **Military** talent as well.

Contacts:

Tarantula had been an ally of **Lightmaster**, **Kraven the Hunter, Senor Suerte II,** and the **Brand Corporation.** He had a number of criminal connections in both the Miami Beach and New York City underworld

Additional Notes:

Role-Playing Notes:

Tarantula I was a ruthless mercenary whose revolutionary fervor and later conversion to government service were a slim excuse for his own excessively violent tendencies. He was extremely bloody and a true mercenary.

History:

Anton Miguel Rodriguez was a member of a small revolutionary band that opposed the dictatorship of an unidentified South American country. Rodriguez and his associates were terrorists who blew up supply trains, kidnapped politicians and held them for ransom, and then killed them if the ransom was not paid. Rodriguez was particularly bloodthirsty, however, and his fellow revolutionaries expelled him from their organization shortly after he murdered a guard without cause during a robbery.

Rodriguez then went over to the other side and joined the army of the repressive dictatorship. The government created the costumed identity of the Tarantula for Rodriguez, intending him to serve as their country's counterpart to the United States' Captain America. The Tarantula was sent to hunt down his former revolutionary comrades, a mission that gave him great pleasure.

But the Tarantula could still not restrain his love of violence and killing. During the interrogation of a captured evolutionary, he murdered a guard who would not let him beat the prisoner as much as he wanted. As a result, the Tarantula was forced to flee the country.

After a series of unrevealed exploits, the Tarantula arrived in New York City and began familiarizing himself with the city's criminal underworld. He hired accomplices and hijacked a dayliner tour boat on the Hudson River to rob the passengers and hold them for ransom. The costumed crime-fighters known as Spider-Man and the Punisher disrupted the Tarantula's plan, and the Tarantula and his accomplices escaped. Subsequently, the Punisher defeated the Tarantula's accomplices, and Spider-Man captured the Tarantula himself.

Somehow regaining his freedom once more, Rodriguez kept a low profile in the Miami beach area and engaged in smuggling activities. He was finally hired by a representative of the Brand Corporation, a subsidiary of Roxxon Oil, to silence an informer known as "Nose" Norton. Again the Tarantula clashed with Spider-Man and failed in his assignment.

Then, however, Brand representatives offered to bestow superhuman powers similar to Spider-Man's upon the Tarantula if he would use them to kill Spider-Man. The Tarantula agreed, went to Brand's laboratories in Queens, New York, was injected with a mutagenic serum, and was placed in an electrolyte bath while wearing a life support harness.

During the procedure, Will o'the Wisp, who held Brand responsible for his own transformation into an inhuman creature, began wreaking havoc on the machinery in the laboratory, causing power discharges that radically affected the ongoing mutagenic process that the Tarantula was undergoing. As a result, the Tarantula transformed into an eight- limbed being that resembled a humanoid spider, possessing superhuman strength. Spider-Man himself, who had arrived on the scene, and Will o'the Wisp both battled the transformed Tarantula, and the latter two fell into Jamaica Bay, although they survived the plunge. Tarantula continued to mutate and finally, he and Spider-Man met in battle atop a New York City building. By now the Tarantula looked like an enormous spider with no trace of human appearance at all. His mind was becoming increasingly primitive and he could only speak in broken phrases. Horrified at what he had become, and seeing policemen amassed on the sidewalk and street below, the Tarantula committed suicide by hurling himself from the roof the building. He was dead from police gunfire before he landed on the street below.

Author:

Norseman, Jan 1999

Tarantula II

Statistics:

F	EX(20)
A	RM(30)
S	EX(20)
E	RM(30)
R	TY(6)
I	GD(10)
P	GD(10)
Health:	100
Karma:	26
Resources:	GD(10)
Popularity:	-6/4 in own country

Background:

Real Name: Unrevealed
Occupation:
Government operative
Legal Status
Citizen of an unidentified South American country with no criminal record there, deported from the U.S. as an illegal alien.
Identity:
Known to own government authorities.
Place of Birth:
An unidentified South American country.
Marital Status: Unknown
Known Relatives: None
Base of Operations:
An unidentified South American country.
Past Group Affiliations:
Temporary ally of Captain America (John Walker)
Present Group Affiliation:
Agent of his

Equipment:

Spiked Apparel:
Tarantula II wore boots equipped with retractable spikes made of Excellent strength material that could do Excellent Edged damage. The blades and point were anointed with poison which was injected when the spike did damage. The poison required the victim to make a Yellow Endurance FEAT roll or be at -3CS on all physical activities for 1-10 rounds. A second dose would require an additional Yellow Endurance FEAT roll or the victim would have to roll on the "Kill?" table. Although it was not common, he could increase the dose so that both effects would take place in a single dose instead of two.

Talents:

Tarantula was skilled in **edged weapons, Martial Arts B & E**, and **Acrobatics**. He was a soldier and had the **Military** talent as well.

Contacts:

Tarantula II was a fully-recognized operative of his government and could call upon soldiers from that country to aid him. He was temporarily able to call upon the aid of sympathetic U.S. government officials, but these connections were later revealed and the government forbade any further aid to Tarantula or his country's government

Additional Notes:

Role-Playing Notes:

Tarantula II's first loyalty is to his government, but he still enjoys violence and will go to great lengths to avenge any defeat.

History:

Several months later the same government that had originally employed Rodriguez recruited a second, unidentified man to become the Tarantula, injecting him with drugs that gave him enhanced fighting abilities and strength. The new Tarantula traveled to the United States to kill those who fled the regime. Tarantula killed Armando Ruiz, an employee at The Daily Bugle, then proceeded to hunt down other refugees. It was revealed that a man called South and assorted allies in other intelligence agencies were supporting Tarantula's government and providing him with aid in the U.S. The new Captain America, John Walker, was assigned to work with Tarantula.

Tarantula and Captain America tracked down Spider-Man and Tarantula engaged the hero in combat. Spider-Man was able to defeat Tarantula and Walker refused to intervene. Tarantula was deported to his native country while Walker revealed to his own superiors that South had been working without authorization to back the South American country. The Tarantula is presumably still active in his native country, quashing dissent.

Author:

Norseman, Jan 1999

Thing

Statistics:

F	IN(40)
A	TY(6)
S	UN(100)
E	UN(100)
R	GD(10)
I	EX(20)
P	RM(30)
Health:	246
Karma:	60
Resources:	TY(6)
Popularity:	80 (10 as Ben Grimm)

Background:

Real Name: Benjamin Jacob Grimm
Occupation: Adventurer
Legal Status:
U.S. citizen with no criminal record
Identity: Publically Known
Place of Birth: New York City
Marital Status: Single
Known Relatives:
Daniel and Elsie (parents, deceased), Daniel Jr, (brother, deceased), Jacob (uncle), Petunia (aunt)
Base of Operations:
Manhattan Pier 4
Past Group Affiliations:
Unlimited Class Wrestling Federation
Present Group Affiliation:
Fantastic Four

Known Powers:

Alter Ego:
The Thing is the super-powered form of Ben Grimm, Ben cannot voluntarily transform himself. Ben's human form has the following statistics:

F	A	S	E	R	I	P
EX	GD	GD	GD	GD	GD	GD

Health: 50 Karma: 30

Body Armor:
The Thing's spiked hide gave him Amazing protection against physical and fiery attacks and Remarkable protection against other forms of energy attack.

Hyper-Breath:
As a Strength Power Stunt, the Thing can exhale an Excellent intensity windstorm with a range of up to 2 areas.

Talents:

The Thing is trained in **Martial Arts B** and **Wrestling**. He also has world-class skills in the fields of **Piloting*** and **Aircraft Design***. He is a trained **Space Pilot.**

Contacts:

The Thing can call on **the Fantastic Four**, the **Avengers**, the **Unlimited Class Wrestling Federation**, many **former SHIELD agents**, **Project: Pegasus**, and any group the FF have aided.

Additional Notes:

Role-Playing Notes:

In his original lumpy form, the Thing was morose and easily angered. By the time he had transformed to his latest, spiky form, the Thing had become downright mellow, and was a capable leader. As of this writing, he has been returned to human form is content. In any form, he is a relentless fighter who will sacrifice anything to help his friends. Ben is in love with Ms. Marvel (Sharon Ventura).

History:

Benjamin Grimm was born into poverty. After the death of his parents, Ben was taken in by his Uncle Jake, who had risen from poverty to be- come a successful physician and was married to his first wife Alyce. At first, Ben resisted their kindness toward him, but eventually he returned their love. Ben left his life with the Yancy Street Gang behind, became a football star in high school, and won a football scholarship to college.

Grimm's college roommate was Reed Richards, a brilliant science student who became his closest friend. During their first meeting, Richards confided in Grimm his intention to someday build a starship for interstellar travel. Grimm jokingly promised that he would pilot the starship for Richards should he ever build it.

Upon graduating, Grimm went into the U.S. Air Force and became a highly skilled test pilot and astronaut. In the mean time, Richards went ahead with his project to build a starship, using both his own fortune and funding from the U.S. government. When the federal government threatened to withdraw its funding from the starship project, Reed Richards decided to take the starship on a test flight himself as soon as possible. Grimm was persuaded to serve as pilot, and Richards' future wife Susan Storm, and her young brother Johnny insisted on going as passengers. The four were subject to intense cosmic ray bombardment. The controls, too, were damaged, and pilot Grimm was forced to abort the flight and return to Earth.

The four young people discovered that the cosmic radiation had triggered mutagenic changes in their bodies. Grimm was transformed into an orange-colored, thick-skinned, heavily muscled, and superhumanly strong "thing." Grimm, morose over his new grotesque appearance, named himself the Thing, Under Richards' leadership, the Fantastic Four has become Earth's most honored team of superhuman adventurers.

Over the years, the Thing's epidermis has changed from an abnormally dense, somewhat lumpy, but still comparatively smooth hide through a long-term stage as a flexible, interlocking network of rocklike lumps, to a network of rough, spiky plates, and finally back to the rocklike lumps again. His superhuman strength has increased considerably with each change.

Early in Grimm's life as the Thing, he would sometimes revert to his original human form unexpectedly. But neither the changes nor Richards efforts to turn Grimm back to human form have ever proven to be permanent. Instrumental in helping Grimm to adjust to his life as the Thing was the blind sculptress Alicia Masters, with whom Grimm fell in love. Grimm achieved the ability to transform from his Thing form to human form and back at will. However, fearing that Alicia Masters could love him only as the Thing, Grimm suffered from a subconscious block that prevented him from being human.

When Grimm was transported to the distant "Battleworld" by the alien Beyonder for the first of the so-called "secret wars," he found himself able to change to human form and back.

Once the secret war was over, Grimm remained on the planet for months. Eventually, however, he found himself trapped once again in his monstrous form, and he returned to Earth. There Grimm learned that Johnny Storm and Alicia Masters had become lovers, and that Reed Richards had known about his mental block. Grimm became furious and distraught and quit the Fantastic Four, following which he worked for a time as a superhumanly strong wrestler for the Unlimited Class Wrestling Federation, and also participated in missions with the West Coast Avengers.

When Reed and Sue Richards announced they were leaving the Fantastic Four to rear their son in relative normality, the Thing became head of the group. He has shown himself to be an able, level-headed leader. However, he still harbored some resentment toward the Human Torch due to Johnny's marriage to Alicia. Still, the addition of Ms. Marvel II to the Fantastic Four gave Ben a realistic outlet for his long-submerged romantic side. When Ms. Marvel initially joined the Fantastic Four, Ben was concerned with helping her develop a stable, healthy outlook on life. Since the accident that transformed her into a "she-thing" and him into his more powerful spiked form, they saw each other as ideal mates.

Author:

Norseman, Dec 1998

Sources:
GHOTMU #?

[needs updating]

Thor

Statistics:

F	UN(100)
A	EX(20)
S	MN(75)
E	MN(75)
R	GD(10)
I	GD(10)
P	RM(30)
Health:	270
Karma:	50
Resources:	EX(20)
Popularity:	50

See **Thor (Alternates)** for statistics of Thor's other forms

Background:

Real Name: Thor of Asgard, son of Odin
Occupation:
Warrior and adventurer (Thor), general practitioner and surgeon (Blake), construction worker (Jarlson), freelance architect (Masterson)
Legal Status:
Prince of Asgard and honorary American citizen (Thor), missing American citizen (Blake and Jarlson), American citizen (Masterson)
Identity: Secret (all)
Place of Birth: A cave in Norway
Marital Status:
Single (Thor, Blake, Jarlson), Divorced (Masterson),
Known Relatives:
Odin (father), Gaea (mother), Loki (foster brother, deceased); Kevin (Masterson's son), Marcy (Masterson's ex-wife)
Base of Operations:
Asgard, New York City
Past Group Affiliations:
Asgardians
Present Group Affiliation:
Avengers

Known Powers:

Invulnerability:
Thor has Excellent resistance to physical attacks, heat, cold radiation toxins, aging, and disease. Typical resistance to energy attacks.

Equipment:

Mjolnir (Unique Weapon):
Thor's hammer, Mjolnir, is made of Uru, a mystical metal of CL1000 Material. Thor's Fighting rank is +2cs while using the hammer. The hammer does Strength +1cs Blunt damage, and Thor can throw Mjolnir up to 10 areas. No one can forcibly take the hammer away from Thor unless he wishes it. Thor can do the following Power Stunts while using Mjolnir:

- Alter Ego: Striking Mjolnir on the ground, or a hard surface, transforms Thor into his current mortal form. If Thor is kept away from the hammer for over one minute. he, automatically reverts back to his mortal form. While he is in his mortal form, Mjolnir looks like a simple wooden cane. Striking the wooden cane against a hard surface reverts Thor back to his immortal form. The statistics of Thor's mortal forms are as follows (the one he can take is dependent on campaign setting):

Dr. Donald Blake (former alter ego of the Original Thor)

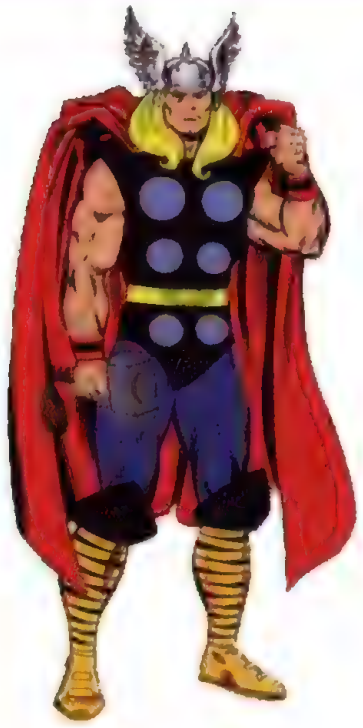
F	A	S	E	R	I	P
FE	PR	TY	TY	GD	GD	RM

Health: 18
Karma: 50

Sigurd Jarlson (Simply a different set of clothes and hair style of the original Thor)

F	A	S	E	R	I	P
UN	EX	MN	MN	GD	GD	RM

Health: 270
Karma: 50



- Automatic Return: When thrown, whether it hits or not Mjolnir flies back to the spot from where it was thrown.
- Dimension Travel: Unearthly rank power to travel between Earth and Asgard. Mjolnir can also open an aperture to a special pocket dimension where Thor keeps his battle armor and his belt of Might. Thor can also place is hammer in the pocket dimension, and have it return to him at the beginning of the next round, as long as he hasn't moved more than 2 areas away from where he originally opened the dimensional aperture.
- Dimensional Rift: By focusing all of Mjolnir's energy, Thor can create a rift in the fabric of the universe breaking the barriers between dimensions. Anyone or anything caught nearby will be forced into the rift by a Shift-Z energy backlash. Thor can determine into which dimension the victims arrive in. This power costs Thor all his remaining Karma points.

- Flight: Amazing air speed. Thor does this by spinning the hammer around and then throwing it. As it takes off, he grabs hold of the hammer's leather thong and rides behind the hammer.
- Deflection: Remarkable protection against physical, energy, and magical attacks. Thor does this by spinning the hammer in front of himself.
- Weather Control: Unearthly control, including producing Monstrous intensity lightning bolts. Thor can shoot lightning bolts from Mjolnir without having to summon a storm.
- Air Control: Create winds of up to Monstrous intensity. This air control can be used to provide Monstrous protection from projectiles to everyone within 1 area. The air control ability can a so e used to carry others with him in flight with Incredible speed.2CS for 24 hours.
- Worthiness: Only a pure and noble person is able to pick up Mjolnir and use it. This person must have at least Excellent Strength. A machine of Remarkable Strength can pick up Mjolnir, but cannot use it. So far only Odin, Thor, Captain America, Dargo, and Beta Ray Bill have been able to pick up the hammer.
- Unfettered Might: This special attack does Shift-Y damage and surrounds Mjolnir with a blazing blue aura. If Thor is wearing his Belt of Strength damage is increased to Shift-Z. Unless he is wearing his special gauntlets, Thor suffers Incredible damage when he uses this attack. This attack causes Thor to lose one-half of his Karma points.
- Power Absorption/Reflection: Mjolnir can absorb energy and visual psychic attacks up to CL1000 intensity. Thor must then release the energy from Mjolnir the next round. He can release it in direction he wants. He may also reflect the energy back to its source with Excellent Agility.
- Light Emission: When calling forth lightning, or on command, Mjolnir can release a blinding burst of light of Incredible intensity.
- Magic Detection: This detection power senses the use of Asgardian magic with Good Intensity.
- Life force Drain: Thor can draw out the life force of an Asgardian god, utterly destroying that immortal. This power drains Thor of all his remaining Karma points, and he loses all his Health points except for 10.

Gauntlets:
These gauntlets of CL1000 metal cover Thor's hands and arms, providing Shift-Y protection against contact powers. The gauntlets are primarily used to protect Thor's hands from Mjolnir's excess energy.

Belt of Strength:
When Thor wears this magical belt, his Strength is increased by +1cs. When removed Thor's Endurance is reduced by -2cs for 24 hours.

Tooth-Grinder and **Tooth-Gnasher**:
Thor owns two large pet war goats, who pull his war chariot. Their statistics are as follows:

F	A	S	E	R	I	P
RM	GD	RM	IN	TY	GD	GD

Health: 110
Karma: 26

Powers: Incredible Flight and Excellent running.
Attacks: The goats can ram (charging rules) or attack with their front hooves (doing Remarkable physical damage plus Excellent Energy/Electrical damage

Talents:

Thor is skilled in **Asgardian lore**. In combat he receives a +1cs when using **swords** or a + 2CS when using **Mjolnir**. Donald Blake possessed **Medicine** talent, and Eric Masterson possesses the **Engineering Architecture** talent.

Contacts:

Thor can call on aid from his fellow **Asgardians**, and his mother, the earth goddess **Gaea**. Thor has been a member of the **Avengers** since they first formed. Over the years, Thor has met and gained the respect of most of the super heroes of Earth. A number of gods from other pantheons are friends of Thor's.

Additional Notes:

Role-Playing Notes:

The original Thor was an honorable warrior, who believed it was the duty of the powerful to protect those weaker. Unfortunately, Thor sometimes acted arrogantly, and his headstrong temper and brash ways often got him in trouble. He acted as Earth and Asgard's guardian, but he reluctantly acted against other Asgardians if Earth's need was greater. The original Thor used a formal speech pattern (a form of pseudo-Shakespearean), and had a tendency to make long monologues during combat. His alter-egos spoke normally.

The new Thor, Eric Masterson, is a simple architect who is rather stunned by the changes in his life. He lacks the confidence that the original Thor had, since this is all new to him. He often regrets that his new life as a hero often overshadows his personal life. Even though he is not the original Thor, Master-son is just as brave and noble. The most important person in his life is his son Kevin.

Thor (continued)

History:

Thor is the son of Odin, lord of the gods of Asgard, and Gaea, the eldest goddess of the Earth. Odin wanted a child of Asgard and Earth, which is why he mated with Gaea, the Earth Mother. Gaea gave birth to Thor in a small cave in Norway. A few months later, Odin took the baby to Asgard to be raised by his wife, the Asgardian goddess Frigga. Thor did not learn that Gaea was his mother until many centuries later.

The young Thor was raised with Loki, his step-brother. Loki had been the son of the Frost Giant leader Laufey, who had been killed by Odin. Even when they were growing up, Loki was jealous of Thor's powers and popularity. This jealousy grew into an all-consuming hatred.

When Thor was eight years old, Odin sent him to Nidalvellir, the land of the dwarves. Thor was to order the dwarves Brokk and Entiri to create three special items for Odin. One of these items was the Uru hammer called Mjolnir. Loki somehow sabotaged the creation of the hammer so that its handle was made too short.

Odin enchanted the hammer with many powerful magicks, including one that made it impossible for anyone to lift the hammer unless he or she were truly worthy. Odin proclaimed that Mjolnir was intended for Thor's use someday, when he had proven himself worthy to wield it. For the next eight years Thor trained to become a mighty warrior, and he performed many heroic deeds. Odin then presented Mjolnir to him, and declared him to be the greatest warrior of Asgard.

In the Ninth Century, AD, Thor went to the Earth for the first time. While on Earth he promoted his worship among the Vikings. Later on, the Norsemen and Germanic people would also come to worship Thor and the other Asgardians. While on Earth, Thor encouraged his worshipers to glorify the ways of combat. One day, Thor discovered that some of his Viking worshipers had killed the defenseless inhabitants of a Christian monastery. Shocked by the fact that some of his more fanatic worshipers were killing innocents in his name, Thor left Earth and cut himself off from his worshipers. Over time, the worship of the gods of Asgard died out.

At one point, Odin had plucked out his eye and threw it in the Well of Wisdom. This eye attained sentience, and grew to a large size. The eye eventually told Thor many stories about himself and Odin, none of which Thor remembered. The eye told Thor that he was not the first Thor, the previous one having been killed during the last Ragnarok while fighting the Midgard Serpent.

The eye also told Thor that Odin had once stripped Thor of his godly essence and placed it in two successive mortal forms. These two incarnations were the two Germanic heroes of legend, Sigmund and his son Siegfried. In these two mortal guises, Thor played an important part in Odin's schemes to regain the powerful cursed Ring of the Nibelung. Sigmund was killed by the warrior Hunding, but Thor was then born as Siegfried.

As the centuries passed, Thor had many perilous adventures in Asgard. But over time Odin became concerned with his son's headstrong ways and lack of humility. After Thor broke a truce by chasing a monster into the land of the Frost Giants, almost causing a war, Odin decided it was time to teach Thor a lesson.

Using the body of a young medical student as a template, Odin created a mortal body for Thor. This mortal body was given a lame leg, and then Thor, stripped of all his power and memories, was sent to Earth to live in the mortal body. He appeared on the campus of the New York State College of Medicine, with a false history and background implanted in his mind. Thus did the life of Donald Blake begin.

Blake applied himself to his studies with great care, and eventually graduated with top honors. Blake soon gained a reputation as a caring family doctor and a brilliant surgeon. He opened a private practice in New York City and hired a nurse named Jane Foster. As time went by, the two began to fall in love.

Odin, knowing that such a love could only end in despair, became worried. About that time, Odin sensed the arrival of an alien space ship in the Solar System. The ship was a scout ship for a main invasion fleet of the alien Kronans. They planned to land on Earth and scout it out for the main fleet. Odin magically altered the ship's course so that it would land in Norway.

Working quickly, Odin placed a compulsion in Blake's mind causing him to suddenly go to Norway for a vacation. While walking along the Norwegian coastline, Blake came upon the Kronan ship and he was discovered by the aliens. Losing his walking cane during his flight from the aliens, Blake took refuge in a cave.

A secret door opened up in the back of the cave, and he found a chamber containing nothing but a gnarled wooden walking cane. Unknown to Blake, the chamber was where Thor had been born so many centuries earlier.

Exploring, Blake found that the only other way out was blocked by a huge boulder that he could not budge at all. Frustrated, and scared by the thought of the eventual arrival of the aliens, Blake struck out at the boulder with the wooden cane.

Blake was surrounded by a blazing light, and then he found his body transformed into a powerful form. The cane had been transformed into a mighty hammer. Blake instinctively knew that he had become the legendary Thor, even though he still had no memory of his former life.

Thor attacked the Kronans, who fled from his power and strength. Fearing that the whole planet was inhabited by men like Thor, they called off the invasion. For several years, Blake acted as the heroic Thor, and his memories slowly returned. Finally, Odin restored Thor's complete memory and revealed himself.

Thor spent the next few years maintaining his Blake identity and his medical practice. During this time, Thor saved the Earth many times, fighting many super villains. Thor helped found the Avengers, a group to which he still belongs. Later on, he gave up his Blake identity permanently.

The love affair between Thor and Foster continued for many years. It eventually ended when Jane Foster fell in love with a mortal man, Kevin Kincaid. Their engagement was cut

short when Foster lay dying. Sif allowed herself to merge with Foster, saving the woman's life. The two were later separated when Foster was sent to a limbo-realm called the Runestaff of the Possessor. Thor, Sif, and Kevin Kincaid were later able to rescue Foster, and the two mortals were then married.

Nick Fury, leader of S.H.I.E.L.D., later helped Thor set up a new identity as Sigurd Jarlson, a construction worker. In this identity, Thor simply pulled back his hair, wore glasses, and dressed like a normal human.

Meanwhile, in a distant galaxy known as the Burning Galaxy by its peaceful inhabitants, Surtur was making his first move toward Ragnarok. Surtur caused the core of the Burning Galaxy to explode, creating enough energy to re-forge his Sword of Doom. The disaster destroyed most at the alien empire. The survivors fled in a fleet of ten thousand starships, hoping to find a new home.

The aliens were all put into suspended animation, except for the one named Beta Ray Bill. Bill had been converted into a super-cyborg and given a sentient spaceship named Skuttlebutt. Bill was to guard the fleet on its long journey. The fleet was being closely followed by a horde of Surtur's demons.

Upon entering the Milky Way Galaxy, the fleet was discovered by a S.H.I.E.L.D. hyperspatial probe. Nick Fury asked Thor to fly out and investigate. Beta Ray Bill was awakened by Skuttlebutt when Thor breached the hull of the ship.

The two fought, and during the tight Thor was separated from his hammer, causing him to turn back in to Don Blake. Bill picked up the wooden cane (Mjolnir) and struck a wall of the ship. Bill was then transformed into an alien version of Thor, holding Mjolnir. This happened because of Odin's enchantments, designed to bestow the powers of Thor upon anyone worthy enough. Odin had thought that Thor was the only one worthy enough, but Bill was also worthy.

Skuttlebutt landed on Earth, and Odin then summoned Thor to Asgard. The summons carried Bill to Asgard instead. Odin then summoned Blake to Asgard and transformed him into Thor. Thor and Bill made up, but Bill refused to give up Mjolnir; Bill felt that he had taken it in fair combat, and he needed the hammer to protect his people.

Odin ordered a trial by combat, which Bill won. But Bill felt guilty about taking the hammer that had been made especially for Thor, so he returned it to Thor. Odin then ordered a new hammer to be made, with the same enchantments and materials as Thor's. Odin gave this new hammer, Storm Breaker, to Bill.

Thor, Beta Ray Bill, and Sif then went to Bill's armada and drove off Surtur's demons. Since then, Bill has helped protect Earth and Asgard from Surtur and other menaces.

Surtur then joined forces with the renegade Dark Elves. The Dark Elves and Surtur's demon army attacked Earth, after opening the Ancient Casket of Winters on Earth. The armies of Asgard and Earth, along with a number of super heroes, drove the invaders back.

Mongoose attacked Thor several times, trying to gain a cell sample from the god of thunder. Finally, Mongoose kidnapped Eric Masterson and left a trail that led Thor to Wundagore, the High Evolutionary's home. Thor saved Masterson and joined with the High Evolutionary's New Men in saving Hercules and the High Evolutionary from the mysterious Black Galaxy. During the recent Evolutionary Wars, Hercules and the High Evolutionary evolved to a higher state and then had disappeared.

Masterson accompanied Thor and helped him free Hercules and the High Evolutionary from Celestials holding them prisoner. They returned to Earth, while the High Evolutionary turned Wundagore into a spaceship and headed for the Black Galaxy. Unknown to Thor, a cell sample was obtained from him before Wundagore left.

Hercules, Thor, and Masterson were then viciously attacked by Mongoose using weapons he had stolen from Wundagore. Mongoose almost killed Thor using a powerful energy beam. Masterson took a killing blow for Thor, giving Thor and Hercules a chance to defeat Mongoose. Unfortunately, Masterson was dying from his wounds.

Thor used his hammer to contact Odin, and begged Odin to spare Masterson at any cost. Odin reluctantly agreed, merging Thor and Masterson together, body and soul.

They now share the same life, much as Blake and Thor had. Unlike that case, the two were separate beings.

While Thor and Masterson dealt with their new condition, more problems arose. Masterson's private life suffered from his time away as Thor. Masterson eventually gave up custody of his son, Kevin, to his ex-wife Marcy. While Eric thought it was best, his secretary, Susan Austin, disagreed, as she had come to love Eric and Kevin.

Thor's spells of weakness came more often, almost causing his death several times. Thor asked for help from Doctor Strange, who entered Thor's mind. Thor accompanied Dr. Strange on this journey. Inside Thor's mind, they discovered an evil version of Thor, whom the real Thor was able to defeat. They then discovered that it was actually a portion of Loki's evil essence.

Thor and his friends became plagued by more problems, which Thor soon found were caused by Loki. Thor and Masterson were briefly separated by a Celestial while they were involved in the birth of a new Celestial in the Black Galaxy.

After this they journeyed to Asgard with the help of Sif. At the time, Asgard was the scene of a tremendous battle between the fire elemental Surtur and the ice elemental Ymir. This battle signaled Ragnarok, the end of the universe.

Following Odin's plan, Thor recovered Surtur's sword from the Sea of Eternal Night. He then confronted the two elementals. Unfortunately, he was weakened by his separation from Masterson, and was easily stopped by the two creatures. Masterson willingly merged with Thor again, even though it meant giving up part of his life.

While Ymir and Surfur fought over the sword that would light the Eternal Flame of Destruction, Thor opened a dimensional rift that sucked them both into the Sea of Eternal Night, placing them both in suspended animation forever.

Thor then returned to Earth and found himself once more plagued by Loki and his evil designs. Loki kidnapped Kevin, Masterson's son, and then stole the Wrecker's Asgardian-given powers. More powerful than ever before, Loki attacked Thor when he came to rescue Kevin. After Kevin was taken out of harm's way, Thor beat Loki but could not bring himself to kill his step-brother.

The arrogant Loki surrendered and then shot a magical blast at Kevin and Marcy on the streets below. The Enchantress, Loki's ally, feared Odin's wrath for her aid to Loki and she mind-controlled Susan Austin to make her take the blast.

Susan saved Marcy and Kevin, but she died from the blast.

The enraged Thor drew out all of Loki's life force with his hammer, destroying the evil god forever. This broke Odin's sacred rule forbidding Asgardian gods to kill each other.

Contacted by Heimdall, Odin's representative, Thor begged that Masterson be spared and that Earth not be left unprotected. Heimdall agreed, and then Thor's soul was eternally banished. The demon lord Mephisto somehow captured Thor's soul and now holds it captive in his realm.

On Earth, Masterson soon discovered that he could now assume Thor's mighty form by striking his cane on a hard surface. The new Thor apparently still has all of Thor's powers, but only has the experience, mind, and spirit of Eric Masterson

Author:

Norseman, Dec 1998

Sources:
GHOTMU #7

Thor (Alternates)

Statistics:

Hela-Cursed

F	RM(30)
A	EX(20)
S	AM(50)
E	IN(40)
R	GD(10)
I	GD(10)
P	RM(30)
Health:	140
Karma:	50
Resources:	PR(4)
Popularity:	30

Eric Masterson (with Thors powers)

F	MN(75)
A	EX(20)
S	MN(75)
E	MN(75)
R	EX(20)
I	EX(20)
P	GD(10)
Health:	245
Karma:	50
Resources:	GD(10)
Popularity:	60

Thunder Frog

F	AM(50)
A	RM(30)
S	AM(50)
E	MN(75)
R	GD(10)
I	GD(10)
P	RM(30)
Health:	205
Karma:	50
Resources:	GD(10)
Popularity:	0

Dargo Kyto

F	AM(50)
A	RM(30)
S	MN(75)
E	MN(75)
R	EX(20)
I	GD(10)
P	EX(20)
Health:	230
Karma:	50
Resources:	GD(10)
Popularity:	25

Sigmund

F	RM(30)
A	GD(10)
S	EX(20)
E	RM(30)
R	TY(6)
I	TY(6)
P	TY(6)
Health:	90
Karma:	18
Resources:	FE(2)
Popularity:	2

Seigfried

F	IN(40)
A	GD(10)
S	IN(40)
E	IN(40)
R	TY(6)
I	TY(6)
P	TY(6)
Health:	130
Karma:	18
Resources:	EX(30)
Popularity:	2

Background:

Real Name:
Sigmund, Siegfried, Dr. Donald Blake, Sigurd Jarlson, Eric Masterson, Dargo Kyto
Occupation:
Warrior and adventurer (Thor, Sigmund, Siegfried), general practitioner and surgeon (Blake), construction worker (Jarlson), freelance architect (Masterson), corporate worker (Dargo Kyto)
Legal Status:
Prince of Asgard and honorary American citizen (Thor), mythical figures (Sigmund, Siegfried), American citizen (Masterson), Citizen of North America Urban Center #5 (Dargo Kyto)
Identity: Secret (all)
Place of Birth: A cave in Norway
Marital Status:
Single (Thor, Blake, Jarlson, Sigmund), Divorced (Masterson), Married (Siegfried, Dargo)
Known Relatives:
Sieglinda (Sigmund's sister), Gunthra (Siegfried's wife); Salla (Dargo's wife);
Base of Operations:
Varies

Known Powers:

As Thor plus:

Invulnerability (Siegfried):
A special enchantment was placed on Seigfried by the former Valkyrie, Brunnhilde. his enchantment provided Siegfried with Unearthly Invulnerability against any form of physical damage, unless he was attacked from behind.

Telepathy/Animal Communication (Siegfried):
While fighting Fafnir, Seigfried accidentally tasted some his blood. This granted Siegfried with the abilities to read minds and understand and speak with normal animals, with Good Intensity.

Leaping (Thunder Frog):
The Thunder Frog had Monstrous Leaping ability (5 areas).

Alter Ego (Dargo Kyto):

F	A	S	E	R	I	P
TY	GD	TY	GD	EX	GD	EX

Health: 32
Karma: 50

Alter Ego (Eric Masterson)
Eric Masterson (no powers)

F	A	S	E	R	I	P
TY	PR	TY	GD	EX	EX	GD

Health: 26
Karma: 50

Alter Ego (Thunder Frog)
Frog

F	A	S	E	R	I	P
GD	GD	FE	TY	GD	GD	RM

Health: 28
Karma: 50

Equipment:

Armor (Hela-Cursed form):
This suit of battle armor is made of a CL1000 metal and provides Shift-Y protection against attacks.

Needless (Siegfried/Sigmund):
Siegfried and Sigmund used a magical sword enchanted by Odin, named Needless. The sword was

made of a material with Unearthly rank Material Strength. The sword could do Monstrous Edged damage, or Amazing Blunt damage with the flat of the blade.

Tarn Helm (Siegfried):
This special helmet was possessed by Siegfried. Anyone wearing the helmet could make himself look like someone else with Amazing intensity.

Talents:

Contacts:

Additional Notes:

Role-Playing Notes:

Sigmund and Siegfried were both very arrogant, with a tendency to act without thinking. Both were very brave, sometimes to the point of stupidity in ignoring danger.
The futuristic Thor is a brave young man who is not as serious as the original Thor. His speech is sometimes grand (but not pseudo-Shakespearean), mixed with futuristic slang ("Say, flash that!").

History:

Siegfried was the son of Sigmund and his lover Sieglinde. Siegfried gained the Ring of the Nibelung after killing the giant Fafnir, who had taken the form of a dragon. (This Fafnir should not be confused with the dragon Fafnir whom Thor has fought several times over the years.) Siegfried also gained the Tarn Helm, which enabled its wearer to magically appear as someone else. During the battle with Fafnir, Siegfried accidentally tasted some of Fafnir's blood, which gave him the ability to understand the speech of animals. It also gave him the ability to read the minds of those nearby.
Siegfried then fell in love with Brunnhilde, a Valkyrie who had been stripped of her godly abilities by Odin when she had disobeyed his commands. Using the last of her powers, she enchanted Siegfried so that he could be harmed only by attacks from behind.
Siegfried was eventually killed by Hagen, the son of Albreich, the dwarf who had originally created the Ring and placed a curse on it. Odin then resurrected Siegfried as Thor, but Odin wiped out all memories of his two mortal identities.

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Another version of Thor exists in 26th-century Earth, in the alternate time line inhabited by the Guardians of the Galaxy. By this time, the governments of Earth had fallen and the corporations had taken over.
A rebellious cult of workers hoped to someday be free of the tyrannical rule of the corporations. They tried to find someone who could lift a holy weapon (Mjolnir). Government forces attacked a cult meeting one night, causing a skeptical cultist, Dargo Kyto, to reach for the hammer.
To his amazement, Dargo found him- self transformed into a futuristic version of Thor.
This new Thor destroyed the evil corporation, which was secretly backed by Loki. During the battle, a troll revealed that the real Thor had been held for centuries in some sort of prison dimension (Loki wanted to make sure that Mjolnir didn't get back to its rightful owner).
Dargo attempted to open a mystical gateway and throw the hammer through, hoping the weapon would find its way back to its owner. Some time later, the hammer returned to Dargo. Dargo has since served as the Thor of his time period.

Author:

Norseman, Dec 1998

Sources:
GHOTMU #7

Tombstone

Statistics:

F	RM(30)
A	EX(20)
S	EX(20)
E	RM(30)
R	TY(6)
I	GD(10)
P	GD(10)
Health:	100
Karma:	26
Resources:	GD (10)
Popularity:	-4

Background:

Real Name: Lonnie Lincoln
Occupation: Mob Enforcer, Hitman
Legal Status: U.S. Citizen with a criminal record
Identity: Publicly known
Place of Birth: New York City, New York
Marital Status: Single
Known Relatives: None
Base of Operations: Mobile
Past Group Affiliations: Enforcer for several syndicate organizations in the Midwest and East Coast
Present Group Affiliation:

Equipment:

Kevlar Vest:
Tombstone wears a kevlar vest that provides him with Excellent protection against bullets and guns, and Typical protection against edged weapons and blunt attacks.

Talents:

Tombstone is trained **in Martial Arts B and E**, and **Tumbling**. His strong willpower gives him the equivalent of the **Resist Domination** skill.

Contacts:

Tombstone has been employed by any number of criminal organizations, including the Philadelphia mobs for over 20 years. He was employed by the **Arranger**, personal aide to the Kingpin, during his time in New York City.

Additional Notes:

Role-Playing Notes:

Tombstone is a natural bully and criminal who has always been attracted to violence. He likes to cultivate his image as a dangerous man (which is already pretty strong), and has a sick sense of humor. He has two weak points, however – his "friendship" with Joe Robertson, which he has pretty much overcome since Robertson confessed to the federal authorities, and his inexperience with superhuman individuals. He was caught off-guard by Spider-Man's preternatural strength and agility, and would probably take precautions if they were to meet again.

History:

Tombstone was born Lonnie Lincoln in the slums of New York City. His bizarre, albino appearance made him an outcast, and the constant fights he got into soon gave him a taste for blood. He started with extortion in high school and first began a "friendship" with Joe Robertson by beating him to prevent him from printing a story in the school newspaper. As a result, Robertson withdrew the story.

Lincoln never graduated, and drifted into mob activities as an arm-breaker. He later "graduated" into professional murders with a Philadelphia syndicate. He was responsible for the death of an "Ozzy" Montana, a local crime boss who was giving the Philadelphia syndicate problems. Robertson, a night desk reporter for a local paper, was called in by an informant who had seen Tombstone (as Lincoln was called, due to his bizarre appearance and lethal reputation) kill Montana. Robertson arrived at the meeting spot only to find that the informant had been killed by Tombstone, who was waiting for Robertson. Frightened, Robertson kept silent on the entire affair.

For the next 20 years, Tombstone remained in Philadelphia. Although he had been arrested a number of times for various murders, nothing had been proven as the witnesses always either "disappeared" or reversed their testimony because of Tombstone's actions. His reputation eventually made him important enough that he was contacted by the "Arranger," the personal aide to the Kingpin. He came to New York City and carried out several important jobs, including the recruitment of a financial broker and mutant named Roland Rayburn, who became the Persuader.

Robertson eventually overcame his fear of Tombstone and arranged a meeting with him at Battery Park. Once there, Robertson attempted to take Tombstone into custody. Tombstone easily overcame him and damaged his back, although he refused to kill him because of his perceived "friendship" with Robertson. Robertson had made a tape of his knowledge of Tombstone's activities before confronting Tombstone, however. The tape eventually fell into Peter Parker's hands. When Tombstone threatened Parker's wife Mary Jane, Peter chose to confront Tombstone as Spider-Man while in Atlanta. Although Spider-Man was caught by surprise by Tombstone's ferocity and strength, his superhuman abilities eventually allowed him to defeat the hit-man with ease.

With Robertson's taped confession, Tombstone was convicted and sent to prison. However, Robertson was also charged and convicted as an accessory to murder. Robertson is currently in the same cell block as Tombstone, although it remains to be seen whether Tombstone will succeed in killing him.

Author:

Norseman, Dec 1998

Sources:
GHOTMU #?
[needs updating]

Topaz

Statistics:

F	TY(6)
A	GD(10)
S	TY(6)
E	EX(20)
R	GD(10)
I	IN(40)
P	IN(40)
Health:	42
Karma:	90
Resources:	TY(6)
Popularity:	3

Background:

Real Name: Unknown even to herself
Occupation: Empath
Legal Status: Unknown
Identity: Secret
Place of Birth: India
Marital Status: Single
Known Relatives: None
Base of Operations: Currently Doctor Strange's Sanctorum in Greenwich Village, mobile the rest of the time
Past Group Affiliations: Jack Russell (Werewolf), Doctor Strange and his allies
Present Group Affiliation:

Known Powers:

Psionics:
Topaz is a powerful psychic whose abilities are constantly growing. She has the following psionic powers, at Incredible rank:

Telepathy: Topaz has Typical Telepathic abilities, plus the Mental Probe Power Stunt.

Psionic Attack: Incredible range and intensity.

Empathy: Incredible rank.

Emotion Control: Topaz can cause or drain an emotion in other beings. She can affect everyone in her area but she can only affect one emotion at a time.

Telekinesis: Incredible range and intensity.

Healing: Topaz can heal herself and others, using her Psyche score to replace the injured person's Endurance rank. She can heal any number of people, but she can only heal each person once per day. She is even able to reunite a body with its soul if the two have become separated.

Talents:

Topaz has the **Occult Lore** and **First Aid** Talents.

Contacts:

Topaz is a close friend of **Doctor Strange**, **Wong**, and **Rintrah**.

Additional Notes:

Role-Playing Notes:

Topaz is a gentle woman who mostly uses her powers to heal others. She has a gentle but sarcastic sense humor that appears at odd moments. She is not the type of costumed hero who goes out to capture villains. She will sometimes accompany Doctor Strange on a mission, if he feels that it is not a dangerous mission.

History:

Topaz grew up in the streets of India, with no memory of her parents. When war broke out, Topaz was captured by authorities and placed in a prison camp. There she met the sorcerer Taboo, who trained her and bought out her latent powers. Using her powers, Topaz and Taboo were able to escape the camp. As Topaz grew up, she acted as Taboo's familiar for his sorcery.

Topaz and Taboo ended up in southern California, where Taboo tried to force Jack Russell, a werewolf, into giving him the book of black magic known as the Darkhold. Russell had no knowledge of the book, so Taboo ordered Topaz to kill Russell. Sensing the goodness in Russell, Topaz refused. Taboo then ordered Topaz to leave him forever.

Taboo later attacked Topaz and stole a portion of her soul. Taboo was killed soon afterward, and the missing portion of Topaz's soul returned to her. For a time, Topaz lived with Russell and his family, and the two fell in love. Unfortunately, the two were never able to admit their feelings to each other.

Russell and Topaz later encountered the vampire lord, Dracula, in Transylvania. Right after the confrontation with the undead lord, Topaz's powers began to weaken. Topaz went to India, hoping that she could restore them there. While in India she met Doctor Glitternight, who somehow stole the dark side of her soul after putting her in a trance.

Topaz recovered, and some of her powers returned. Meanwhile, Glitternight used the dark part of Topaz's soul to create a magical beast under his control. Glitternight's beast trailed Topaz back to California, where it was destroyed by Russell in his werewolf form.

Later, Glitternight returned and turned Topaz into a harpy. She resisted and eventually was able to return to her human form. Glitternight later vanished in battle with some sort of mystical force.

A few months later, the demon Mephisto kidnapped Topaz and brought her to his realm. Mephisto informed Topaz that on her upcoming 21st birthday, her powers would reach their peak, making her powerful enough to destroy even the demon lord. Mephisto then tried to kill her, but the desperate empath gained control of her powers and blasted him apart.

Mephisto later reformed himself and sent demons to attack Topaz. The demons stole the part of her soul that contained her powers, and then they imprisoned her in bedrock. She lay imprisoned as her 21st birthday passed. Later, when Mephisto tried to hold Franklin Richards captive, the young boy released an energy burst that freed Topaz's body. The rock-encrusted form of Topaz escaped to Earth and battled Doctor Strange.

Sensing a human body within the shell, Doctor Strange freed her and took her to his home in Greenwich Village. Topaz still lacked the empathic portion of her soul, causing her to lose control over her own emotions and her sanity.

The alien sorcerer Urthona somehow gained the missing part of Topaz's soul and contacted her. He offered to return the piece of her soul if she would betray Doctor Strange. The maddened Topaz agreed and helped Urthona transport Strange's home to the alien's home planet. Urthona then captured Topaz and Strange's servant, Wong.

Strange, wounded by one of Urthona's attacks, sent his soul, in the apprentice Rintrah's body, to Urthona's planet. The battle between Urthona and Strange's soul caused the release of Topaz's soul portion. Topaz regained her powers, and Strange defeated Urthona. Topaz and her friends then returned to Earth.

Afterward, Topaz stayed for a bit with the Sisters of Glastonbury Tor, female ancestors of the women who looked after King Arthur after his final battle with Mordred. During her stay, the Sisters helped Topaz gain more control over her powers.

Topaz has recently returned to New York and is once again staying with Doctor Strange. Doctor Strange is currently trying to free Topaz from Ullikummis, an ancient demon who has taken up residence in Topaz's soul.

The spell to banish the demon needs a number of special ingredients, including the soul fire from the head of a demon. Strange, Topaz, and Rintrah tried to obtain this ingredient from the newest version of the Ghost Rider.

They were unable to remove the fire from Ghost Rider, because of the great pain it caused the vengeful hero. Topaz and her friends then helped Ghost Rider battle the mysterious Zodiak, whose masters were apparently magicians from another dimension. During the battle, Strange was able to gain the demonic soul fire off evil demons from another dimension.

Topaz and Strange then flew to seek aid for Rintrah, who had taken a deadly blow from Zodiak that had been meant for Topaz. Back at his home, Strange was able to save Rintrah, using his magical abilities and his medical skills.

The heroes had already gained one of the other three items needed for the exorcism spell – some werewolf fur, which they had obtained from Jack Russel. They then acquired the final ingredient, a talon of a vampire obtained while the vampire was in bat form. They got the talon from Strange's brother Victor, who had recently become the vampiric hero known as Baron Blood.

As Rintrah, Morgana Blessing, and Victor looked on, Strange began casting the exorcism spell over Topaz. To everyone's surprise, except Strange, the demon in Topaz was not the Sumerian demon named Ullikummis. It was actually Mephisto's daughter, Mephista. Drawn forth from Topaz's body by Strange's spell, Mephista vowed that she would kill them all and take their souls back with her to her father's realm. The outcome of the battle is not currently known.

Author:

Norseman, Dec 1998

Sources:
GHOTMU #?

Trick Shot

Statistics:

F	GD(10)
A	EX(20)
S	GD(10)
E	TY(6)
R	TY(6)
I	EX(20)
P	TY(6)
Health:	46
Karma:	32
Resources:	GD(10)
Popularity:	-5

Background:

Real Name: Unrevealed
Occupation: Assassin, professional criminal
Legal Status: Citizen of the United States with an international criminal record
Identity: Secret
Place of Birth: Unrevealed
Marital Status: Presumed single
Known Relatives: None
Base of Operations: Mobile
Past Group Affiliations: None
Present Group Affiliation:

Equipment:

All of Trick Shot's abilities are the result of his equipment:

Bow:
He uses a compound bow of Gd Material Strength. It can fire arrows up to a range of 6 areas.

Quiver:
Trick Shot's quiver holds up to 24 arrows of varying effects:

- Blunt: With a rounded point, this arrow attacks on the Shooting column and inflicts 15 points of damage, but Kill results are treated as Stun results.
- Circling: This arrow can turn up to 360 degrees to hit targets around corners or behind Trick-Shot; it inflicts 15 points of damage.
- Entangling: Upon contact, the arrowhead explodes, surrounding the target in a net of Remarkable Material Strength .
- Flame: As this arrow streaks through the air, it bursts into flame, emitting Good Intensity heat. It is often used to ignite combustible materials.
- Gas: Knock-out gas fills 1 area. All those in the area must succeed at an Incredible intensity Endurance FEAT or be rendered unconscious for 1-10 turns.
- Hypodermic: The victim must succeed at an Excellent Intensity Endurance FEAT or be knocked out for 1-10 turns.
- Razor: Trick Shot uses this arrow for assassinations. It inflicts 25 points of damage on the Shooting column with a Bullseye result being treated as a kill result.
- Smoke: This arrow fills 1 area with Excellent Intensity smoke. All FEATs in the smoke-filled area suffer a -2CS penalty,.
- Target: This arrow is commonly used for target practice. It inflicts 15 points of damage on the Shooting column.

Talents:

Trick Shot is a **Weapon Specialist** with the **bow**. As a result, he has Incredible Agility and Excellent Reason for all FEATS concerning shooting, handling, and designing bows and arrows. By succeeding at a Green Agility FEAT, he can fire two arrows in one round. With a Yellow, FEAT he can fire three arrows, and by making a Red Agility he can fire four arrows in one round. Trick Shot also has experience as a **circus performer.**

Contacts:

Additional Notes:

Role-Playing Notes:

Though noble at heart. Trick Shot can be a ruthless killer if the price is right. His greed has driven him to use his talents as an assassin and a professional criminal.

History:

Almost nothing has been revealed about the early life of the man who would become known as Trick Shot. His professional career began when he joined a traveling circus as an archer. While with the circus, Trick Shot came to know Clint Barton, the boy who would later become the costumed Avenger called Hawkeye.

Clint had been training with another circus performer called the Swordsman in the art of throwing knives. The Swordsman quickly noticed that Clint's skill with the bow surpassed his talent for throwing knives, and he felt that Clint would be more valuable if trained as an archer. Thus, Clint began training under Trick Shot's tutelage.

Over the next few months, Clint began to show considerable prowess as an archer, while the Swordsman developed a gambling problem that quickly landed him deeply in debt. In an attempt to get the money to pay his debts, the Swordsman robbed the carnival owner and knocked him unconscious. Clint happened upon the Swordsman as he was counting the money and realized what his former mentor had done. The Swordsman attacked Clint and injured him severely; he was about to kill Clint when Trick Shot intervened. After driving the Swordsman away, Trick Shot took Clint home in order to heal him and continue his training.

After several more months of intensive training, Trick Shot decided that Clint Barton was ready to become his partner in an extortion racket. For their first exploit, Trick Shot took Clint to the home of a criminal called Marko, who happened to be the man who loaned money to the Swordsman. Trick Shot killed Marko while trying to get money from him.

As the two archers fled the scene, Clint killed his brother, Barney Barton, who had been working as one of Marko's bodyguards. Dismayed by what he had done, Clint turned on Trick Shot, and the two men fired at one another. Clint was impaled against a tree, where Trick Shot left him after swearing to one day return and kill him.

What Trick Shot did for the next few years is unknown. However, it is assumed he hired out as a mercenary and assassin for well-paying clients. As time progressed, Trick Shot was presented with the grim news from his doctor that he was dying of cancer, and that he had only a short time to live. Determined to die a noble death, Trick Shot sought out Clint Barton, who was by now the famous hero called Hawkeye, so he could force Hawkeye to fight and kill him in a duel. Trick Shot trapped Hawkeye on an island in Greece, where they fought. Hawkeye would not kill his former trainer, however. The two archers made peace, and went their separate ways.

Not long ago, Trick Shot was told by his doctor that his cancer had gone into remission. Forsaking his criminal ways, Trick Shot decided to turn over a new leaf. As his first good act, Trick Shot came to the aid of Hawkeye, who had recently had a ransom put on his shooting arm by Crossfire. Trick Shot knew that Crossfire had hired numerous criminals to hunt down Hawkeye, and he arrived just in time to save the Avenger from the deadly projectiles of a group of juggling villains called the Death-Throws.

Trick Shot bandaged Hawkeye's wounds and told him about the ransom placed on his shooting arm. However, Hawkeye was still suspicious of his former trainer; he slipped away into the city sewers while Trick Shot was not looking. Unfortunately, Crossfire had previously seen to it that a homing device was placed on Hawkeye. Alone in the sewers, the injured Avenger was tracked and surrounded by the Brothers Grimm, the Death-Throws, Bullet Biker, Bobcat, Mad-Dog, Razorfist, and Crossfire.

Meanwhile, Trick Shot met Mockingbird, Hawkeye's wife, and joined her in the search for her husband. Luckily, Mockingbird was able to use her S.H.I.E.L.D, training to patch into the same frequency used by Crossfire's homing device. Thus she and Trick Shot arrived on the scene just as Hawkeye was about to be attacked by a horde of costumed villains.

Though the fight was fierce, the heroes defeated all of the villains, but not before Trick Shot was gravely injured. As he was loaded into an ambulance after the battle, Trick Shot revealed his desire to turn over a new leaf to Hawkeye. Whether he fully recovers and continues to pursue the life of a crime-fighter remains to be seen.

Author:

Norseman, Dec 1998

Sources:
GHOTMU #?

Typhoid Mary

Statistics:

F	IN(40)
A	IN(40)
S	GD(10)
E	RM(30)
R	TY(6)
I	GD(10)
P	PR(4)
Health:	120
Karma:	20
Resources:	GD(10)
Popularity:	0

Background:

Real Name: Mary (last name unrevealed)
Occupation: Former actress, criminal
Legal Status: U.S. citizen with a criminal record
Identity: Known to the authorities
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives: None
Base of Operations: Mobile
Past Group Affiliations: Employee and companion of the Kingpin
Present Group Affiliation:

Known Powers:

Telekinesis:
Typhoid has Typical strength Telekinesis that can be used at a one-area range. She can manipulate only one object at a time, but with fine precision. As a Power Stunt, she has Poor rank Pyrokineis, the ability to start small fires.

Mind Control:
Typhoid is able to telepathically broadcast commands to others, giving her Good Mind Control. Her victims usually do not realize they are being manipulated. She only gives simple commands (such as "Look at me" or "Fire your gun"), and rarely uses this power on her opponents once combat has begun. Out of combat, she can make a man fall in love with her if she succeeds in a Power FEAT against her target's Psyche, taking a – 1CS penalty. Typhoid seems willing to spend Karma on this roll.

Alter-Ego: Typhoid Mary is a schizoid, a character with two separate personalities. Typhoid is aware of the Mary persona, and can even exert her Mind Control powers when Mary is dominant. However, Mary possesses none of Typhoid's other powers, nor is she even aware she has them. She can, however, summon up Typhoid if she wishes to do so, for instance, to save her life. Mary has the following statistics:

F	A	S	E
PR	TY	PR	TY

Health: 20

Equipment:

Weaponry:
Typhoid carries two machetes, which do Excellent Edged damage.

Talents:

Mary has the **Acting** talent. Typhoid is a **Weapons Specialist** with her machetes, a skill probably augmented by her telekinesis. She knows **Martial Arts C and D** (Typhoid's psionics allow her to use this talent without the two rounds of study). Typhoid is skilled in **Tumbling** as well.

Contacts:

Typhoid has been the associate of the **Kingpin**.

Additional Notes:

Role-Playing Notes:

As Mary, she is quiet, loving, and gentle. When she found out that she had an evil alternate persona, she made a decision to commit suicide, sacrificing her life to keep the evil at bay.
As Typhoid, she is a wild seeker of pleasures, caring little for human life and nothing at all for Mary's moral qualms. While she often finds men to wrap in her charms and do her dirty work for her, Typhoid is certainly not shy about entering combat herself

History:

The early childhood of Typhoid Mary is not well documented. It is known that she spent most of her life in one institution after another as doctors attempted to diagnose or cure her dual personality complex. In her Mary persona, she was fragile, sickly, and prone to epilepsy and other medical disorders. As Typhoid, she was utterly unapproachable and uncontrollable. Also, Typhoid seemed to have none of the ailments, including epilepsy, that haunted Mary.
While Typhoid had always known of Mary and her activities, Mary remained unaware that she had an alter ego. More amazing, the two personae had completely different heart rates, alpha waves, electroencephalogram readings, and even different scents. In fact, Typhoid constantly runs a moderate fever. Typhoid did cooperate with her doctors once when they trained her in telekinesis as a test. Typhoid excelled in her talent to move small objects. Mary manifested no such powers.
After several years, Typhoid Mary escaped her institutions and disappeared for a significant time during which she was presumably learning hand-to-hand combat skills. She turned up later as an extremely successful stage actress. After a short but highly acclaimed career, boosted perhaps by Typhoid's ability to control people's minds, she fell out of sight again. Some time later, she appeared in Chicago as Typhoid, operating as a thief and blackmailer. She turned to New York City, Hell's Kitchen in particular, to prey on criminals. Her change might be explained by Mary's buried influence on the Typhoid persona.
Here she came to the attention of the Kingpin, who offered her a million dollars to break Daredevil's heart. She accepted, but found her Mary persona falling in love with the costumed crime-fighter. Worse yet, the Kingpin had fallen under Typhoid's charms and changed her assignment to a simple assassination. But Mary had grown stronger through the love she had for Murdoch and Typhoid found herself unable to carry out her assignment. She looked through the Kingpin's files on Daredevil and chose to enlist an army of Daredevil's more recent and powerful enemies to serve as her army, beating Daredevil to the brink of death before allowing Typhoid to kill him herself. By this time, Mary had been made aware of Typhoid's existence and sought to kill herself by jumping oft a bridge. Coincidentally, this had been the same bridge from which Typhoid had dropped Daredevil days before. Mary looked down to see Daredevil fighting for his life against a demon-possessed vacuum cleaner. She rushed to his aid, only to instinctively call up Typhoid when the vacuum exploded.
Typhoid Mary's current whereabouts are unknown.

Author:

Norseman, Dec 1998

Sources:
GHOTMU #?

U-Man

Statistics:

F	EX(20)
A	RM(30)
S	MN(75)
E	AM(50)
R	GD(10)
I	TY(6)
P	EX(20)
Health:	175
Karma:	35
Resources:	GD(10)
Popularity:	-5

Background:

Real Name: Merrano
Occupation:
Warrior, former scientist
Legal Status: Citizen of Atlantis, wanted as an outlaw
Identity:
Merrano's existence is not generally known to the populace of Earth
Place of Birth: Atlantean capital city
Marital Status: Unrevealed
Known Relatives: None
Base of Operations: Mobile
Past Group Affiliations:
Former ally of Nazi Germany during World War II, member of the defunct team known as Super-Axis
Present Group Affiliation: None

Known Powers:

Resistance to Cold:
U-Man possesses Excellent (20) protection from cold and cold-based attacks.

Swimming:
He can swim at Good speed (4 areas per round).

Water Breathing:
Twin gills located on his neck enable U-Man to breathe water (fresh or salt). He requires water to breathe and he will suffocate after 20 minutes in open air unless he has some special means of survival. He can see underwater as well as a human sees on land, and he can withstand the intense water pressure at the ocean's bottom.

Talents:

Having been a research scientist, U-Man has knowledge of Chemistry, Biology, and Physics.

Contacts:

Attuma

Additional Notes:

Role-Playing Notes:

Originally, a burning hatred and a lust for power consumed Merrano. During that time in his life, he would go to any lengths to gain the power necessary to wreak vengeance upon the people of Atlantis and especially Namor the Sub-Mariner. Since becoming one of Attuma's lieutenants, Merrano is more level-headed and responsible toward Atlantis.

History:

Early in the 20th century, Merrano was born as a full-blooded member of the aquatic race of beings known as Homo Mermanus. As a boy, Merrano was a playmate of young Prince Namor, the Sub-Mariner, whom he secretly despised.
As an adult, Merrano worked as a research scientist in the Atlanteans' Antarctic city. However, an insatiable lust for power grew within him. In a desperate grasp for power, Merrano allied himself with Nazi Germany. He betrayed the Atlantean city's location to the Nazis, who quickly launched an attack, severely damaging the Atlantean fleet, destroying the Atlantean Hall of Science, and leaving Atlantis's emperor in a coma. Acting as emperor, Namor banished Merrano for treason.

Exiled from his homeland, Merrano wholeheartedly joined the Nazis in their insane effort toward world conquest. Merrano believed a Nazi victory would bring him enough personal power to fulfill his dream of revenge against Prince Namor.

Combining his own advanced Atlantean scientific knowledge with that of the Nazis, Merrano invented a way to increase his size and strength to the point where he rivaled the Sub-Mariner. Taking the name U-Man, he became the living equivalent of one of Germany's devastating U-boats.

U-Man often came into conflict with Namor and Namor's allies, the small strike force of adventurers called the Invaders. On one such occasion, U-Man took command of a fleet of Nazi U-boats with orders to intercept and destroy Prime Minister Winston Churchill's flying boat, the Berwick, which was due to land for a rendezvous with the H.M.S. Duke of York, a British battleship. Fortunately, just as the flying boat was about to touch down on the waves, it was warned and began to climb into the air. However, the Berwick's pontoons skimmed the water, giving U-Man just enough time to grab hold. Peering from a window, the Prime Minister watched in dismay as U-Man started to tear off a wing of the plane. Luckily, the Sub-Mariner arrived at that moment. After a brief battle on the wing of the Berwick, the two Atlanteans fell into the sea.

Namor had nearly defeated U-Man, but he was forced to leave the villain and go to the aid of Winston Churchill's plane, which had been caught in a Nazi weapon that produced a spiraling headwind. With the help of the other Invaders, the Sub-Mariner freed the Berwick from the strange weapon and brought it in for a safe landing. U-Man and his men managed to escape during the confusion.

Later during the war, U-Man was inexplicably drawn from his watery domain to the streets of Manhattan's Chinatown, and a place called the "House of Lotus." An enigmatic Japanese woman called Lady Lotus, using her psychic abilities, had brought U-Man to her, and now controlled him. Merrano did not resist, and became a willing ally of the Japanese spy. Lady Lotus also brought Baron Blood, Master Man, and Warrior Woman under her dominion. After forming this unholy alliance, Lady Lotus named the group the Super-Axis.

For their baptismal assignment, Lady Lotus sent the Super-Axis to Chicago. Using her psychic powers to speak directly to their minds, Lady Lotus commanded the Super-Axis to wreak havoc at the largest railroad terminal in the country.

Everything was going as planned until Captain America, the Human Torch, Miss America, the Whizzer, and the Sub-Mariner arrived on the scene. From her hideout in Chinatown, Lady Lotus watched the battle rage within her crystal ball. Fearing the National Guard would soon arrive, she ordered the Super-Axis to retreat.

The Invaders followed the Super-Axis to Riverview, a giant amusement park in Chicago. Lady Lotus ordered the villains to destroy the rides, in the hope that they would kill American servicemen on leave there. As U-Man went about dismantling the support structure of a roller coaster, he was ambushed by the Sub-Mariner and knocked into a huge, lighted sign. The electricity rendered U-Man unconscious. The Invaders successfully kept any civilians from being killed, and rounded up the rest of the Super-Axis. Lady Lotus, however, was not captured.

The Invaders would come to defeat U-Man time and again. The final end to Merrano's plans for vengeance came with the defeat of Germany in 1945. Unfortunately, U-Man was never captured and tried as a war criminal.

Recently, U-Man aided the Atlantean warlord Attuma in his failed attempt to conquer the surface world. Later, U-Man, Tyrak, and Orca, along with a number of Atlantean warriors, intercepted and attacked a large group of heroes who had "invaded" their underwater realm. A Soviet nuclear submarine, named the Waterwind, had been taken over by terrorists. Five members of the Avengers (Captain America, Vision, Sersi, Quasar, and Stingray) responded to the danger, as well as five members of the Soviet People's Protectorate (Red Guardian, Vostok, Fantasma, Crimson Dynamo, and Perun). The two hero groups arrived at the submarine at the same time, and battled one another. However, they soon joined forces when the enraged Atlanteans attacked.

During the fierce battle, a stray shot fired from U-Man's weapon hit the submarine, forcing it to surface. The terrorists docked at St. John's, Newfoundland. Meanwhile, the combined might of the Avengers and the People's Protectorate forced the Atlanteans to retreat.

The leader of the terrorist group, known as the Peace Corpse, demanded access to the island's facilities in order to repair the sub, or they would execute one hostage every five minutes. Taking charge, Captain America refused to negotiate, and the terrorist shot Stingray (who had been captured), apparently killing him. At that moment, five members of Alpha Flight (Guardian, Shaman, Box, Puck, and Diamond Lil) arrived and took charge, claiming that the Canadian government had authorized control of the situation to them. Captain America and Red Guardian reluctantly agreed to let Guardian take charge.

In order to buy time, Guardian agreed to let the terrorists begin repairs on the sub. In the meantime, the three groups of heroes began to develop a battle plan. They successfully recaptured the ship, but upon entering the missile control room, they found that two of the terrorists had wired themselves directly to the missile launch system. Just as the heroes were deciding what to do, U-Man and the Atlanteans attacked once again. During the mayhem, the submarine's warheads detonated, sending all of the heroes, villains, and citizens of the small island to an alternate dimension. After a long ordeal in the alien realm, all of them were returned safely to Earth. Merrano's present whereabouts and activities are unknown.

Author:

Norseman, Jan 1999

Union Jack II

Statistics:

F	RM(30)
A	RM(30)
S	EX(20)
E	RM(30)
R	EX(20)
I	RM(30)
P	GD(10)
Health:	110
Karma:	60
Resources:	RM(30)
Popularity:	60

Background:

Real Name: Brian Falsworth
Occupation: Adventurer
Legal Status: British citizen with no criminal record
Identity: Secret
Place of Birth: Falsworth Manor, London England
Marital Status: Single
Known Relatives: Lord Falsworth (father), Lady Falsworth (Mother, deceased), Jacqueline (Sister, See Spitfire)
Base of Operations: Mobile
Past Group Affiliations: The Invaders
Present Group Affiliation:

Known Powers:

Super Soilder Serum variant:
This allowed all of Brian's FASE stats to be increased to their current level.

Electrical Generation:
Brian's second artifical mutation resulted in his receiving this particular power, which allows him to spontaneously generate electricity at Incredible (40) rank, inflicting like Stunning Energy damage with each deadly attack.

Equipment:

.455 Caliber Webley Revolver:
He carried this six-shooter that had a range of 3 areas and struck for Good (8) Shooting damage. The bullets were silver tipped for hunting vampires.

Dagger:
Made from a silvered steel, this dagger was of Excellent (20) material strength, and Brian can use it to inflict Good (10) Edged Attack damage with each strike.

Talents:

Acrobatics:
Taught by his father, the original Union Jack, how to fight, Brian is exceptionally nimble in his movements, and can make Dodge, Escape, and Evasion maneuvers at a +1 CS.

Martial Arts Types A, B, C, and E:
In addition to his acrobatic skills, Brian has learned several unarmed fighting styles from his father, skills that make him supremely effective in battle.

Pilot / Air:
Having been seen flying Namor's jet craft on several occasions, it is assumed that Brian is a competent air pilot, as that craft was years ahead of its time...

Weapon Specialist:
Brian is also highly skilled in the use of his two weapons of choice, and as such, he wields them at +2 CS to his normal ability with such items.

Wrestling:
In addition to his other combat training, Brian has been schooled in the fine arts of wrestling, and he makes such maneuvers at a +1 CS.

Contacts:

Union Jack was Britain's version of Captain America, and as such, could call upon most **U.K. Government** officials for aid if necessary. He was a member of **the Invaders** and best friends with **Dynamite** (Destroyer II).

Additional Notes:

Role-Playing Notes:

Brian Falsworth is a patriot to England and takes his role as Union Jack with great pride and seriousness; he is the shining light in this dark time for England. Brian loves his family and goes to great lengths to protect them, and this sometimes leads to reckless behavior on his part. However, he covers this well with his training and powers. He often had difficulty justifying his role as an Invader until he gained his lightning powers.

History:

Brian Falsworth's childhood is something of a mystery; not much has been written about it. However, though he grew up with his sister Jacqueline and his father, there isn't much mention of his mother at all.

Brian was a wealthy British Socailite who was captured just before the war in Germany, and imprisoned in a cell with Eric Schmitt, a german Chemist who had concocted a variant of the American Super-Soldier serum.

Schmitt gave the young Brit the vial and begged him to drink it so that the Nazis wouldn't find it and use it for their own purposes. Brian did and the serum greatly enhanced his physical capabilities and reflexes. He escaped and took the guise of the Destroyer. He then helped save the Invaders from the clutches of Master-Man and Warrior Woman. Upon returning to England with the Invaders, he took up his father's mantle as Union Jack and joined the Invaders. A later encounter with Thor, in which Brian was struck with lightning from Thor's hammer, gave him lightning based powers that allowed him to hurl lightning.

Brian and his sister stayed in England when the war ended and it is been noted that he died in a car accident in '52, his powers having faded a short time before that.

Author:

Keith Kilburn and Denny Hill, Jan 1999

Sources:

Urthona

Statistics:

F	RM(30)
A	TY(6)
S	RM(30)
E	IN(40)
R	EX(20)
I	EX(20)
P	MN(75)
Health:	106
Karma:	115
Resources:	IN(40)
Popularity:	-25

Background:

Real Name: Urthona
Occupation: Tyrant
Legal Status: None
Identity: The populace of Earth is unaware of Urthona's existence
Place of Birth: Unrevealed
Marital Status: Inapplicable
Known Relatives: None
Base of Operations: A distant planet in this dimension
Past Group Affiliations: None
Present Group Affiliation: None

Known Powers:

Growth:
Urthona is 14 feet tall and has Typical (6) Growth, giving his opponents +1CS to hit him with physical weapons.

Dense Flesh:
Urthona's alien skin is resistant to physical attacks. He has Typical protection against Energy attacks and Poor protection against physical damage.

Magic Spells:
Urthona is a very capable sorcerer, capable of casting spells at Unearthly rank. However, he is sharply limited by his race's inability to call on dimensional energies without artificial means. Therefore, he can only use Personal or Universal energies.

Equipment:

Urthona sought to steal Doctor Strange's mystical paraphernalia for his own purposes. Strange destroyed all the properties except for the Darkhold. That cursed text is till in the hands of Urthona, and allows him to cast Dimensional spells dedicated to evil entities at Incredible rank.

Talents:

Urthona has a Mystic Background, and is well-versed in Occult Lore. Like all members of his race, Urthona is trained in Melee Weapons, and he also possesses the Leadership talent.

Contacts:

None

Additional Notes:

Role-Playing Notes:

Urthona is canny and cunning, willing to arrange intricate plans if they will help him achieve his goals. He seeks power in any form and his ultimate goal is to grind the cosmos under his heel.

History:

Urthona first became aware of Doctor Strange when one half of the soul of the empath Topaz came into his possession. With it, he was able to make contact with the other half of Topaz, who at the time dwelt with Doctor Strange. From Topaz, Urthona learned of Strange's mighty talismans of power. Since Urthona was incapable of casting Dimensional spells without assistance, he lusted after the Sorcerer Supreme's artifacts. To that end, he plotted Strange's death and usurping Strange's title.

Urthona held a great tournament among his champions, selected one who might have a chance against Strange, and set him to battle Strange while the Sorcerer Supreme was away from his Sanctum Sanctorum, simultaneously making contact with Topaz and preparing a spell that would summon the entire Sanctum to his planet, several galaxies away from Earth. By using dark spells, Doctor Strange was able to defeat Urthona's champion, but his body was critically injured while doing so. In his injured state, Strange could not prevent Urthona from taking the Sanctum as well as Wong, Strange's manservant, and Topaz, both of whom were in the house when it was taken.

After a brief pause for healing, Strange set off after his possessions. His own body still weak, Strange allowed an alien apprentice named Rintrah to accompany him, serving as his agent, and Strange borrowed the Skrull spacecraft from Reed Richards to surprise his enemy by taking a physical passage to Urthona's planet. There, Strange (inhabiting Rintrah's body) and Urthona engaged in a duel, during which Wong was severely injured. In order to save his friends, Strange destroyed all his mystic talismans, rather than to allow Urthona to use them. Urthona, possessing only the Darkhold, a tome beyond Strange's ability to destroy, fled the scene of battle. Topaz, made whole once again, healed Wong, but Strange could find no trace of Urthona. He is presumably researching the fell secrets of the Darkhold, but otherwise his whereabouts are unknown.

Author:

Norseman, Jan 1999

Vagabond

Statistics:

F	TY(6)
A	EX(20)
S	TY(6)
E	GD(10)
R	TY(6)
I	TY(6)
P	TY(6)
Health:	42
Karma:	18
Resources:	PR(4)
Popularity:	0

Background:

Real Name: Priscilla (Last name unrevealed)
Occupation: Adventurer
Legal Status: U.S. citizen
Identity: Secret
Place of Birth: Unrevealed
Marital Status: Unrevealed
Known Relatives: None
Base of Operations: Mobile
Past Group Affiliations: Associate of Steve Rogers (The Captain), D- Man, the Falcon, and Nomad
Present Group Affiliation:

Known Powers:

None

Talents:

Pricilla's tenure with several acrobatic superheroes has given her the opportunity to **learn Martial Arts A and E**, and **Wrestling**.

Contacts:

Vagabond is on good terms with **D-Man**, **Falcon**, and **Captain America.**

Additional Notes:

Role-Playing Notes:

Vagabond is a brave young woman, willing to go to some lengths to experience the thrills she enjoys, but not tool hearty enough to enter into combat with opponents who are out of her league unless she finds it necessary.

History:

Little is known of Pricilla before she rode up with Nomad to join Demolition Man and the Falcon to search for the missing Steve Rogers. It has been suggested that she met Nomad somewhere in his travels and fell in love with him. Pricilla adopted a masked identity under the code- name Vagabond, complementing the name Nomad. For a time, Vagabond followed Nomad, D-Man, the Falcon, and The Captain, as Rogers was calling himself, staying out of combat unless it proved necessary, for she had little combat training and no powers or equipment that might help her in a fight. During this time, Nomad's feelings of paranoia deepened. He accused Vagabond of dating D-Man behind his back. Worried that Nomad might seriously assault her, Vagabond ended their relationship, although she intended to stay with the group. Nomad continued to be irked by her presence, however, even after he had begun a rough- and-tumble relationship with the reformed Serpent Society member Diamondback. Vagabond contributed what she could to the team's efforts to protect Washington D.C. trom the Serpent Society's nihilistic assault on the city's water supply, but left quietly shortly thereafter. Her current whereabouts remain unknown.

Author:

Keith Kilburn, Dec 1998

Sources:

Valkyrie

Statistics:

F	MN(75)
A	RM(30)
S	AM(50)
E	AM(50)
R	TY(6)
I	EX(20)
P	GD(10)
Health:	205
Karma:	36
Resources:	SH0
Popularity:	-35

Background:

Real Name: Brunnhilda
Occupation:
Chooser of the Slain, Adventurer
Legal Status:
Citizen of Asgard
Identity:
The Valkyrie's godhood is not acknowledged by the general populace of modern-day Earth
Place of Birth:
Presumably Asgard
Marital Status: Single
Known Relatives: None
Base of Operations:
Asgard, later New York City area, later Defenders Mansion, Colorado
Past Group Affiliations:
Gods of Asgard, Valkyrior, Defenders
Present Group Affiliation:

Known Powers:

Body Armor:
Valkyrie's dense skin provides her with Good protection from all physical attacks.

Dragonfang:
Enchanted sword of Unearthly strength material. It can do Monstrous Edged damage or Amazing Blunt damage when the flat of the blade is used.

Iron Spear:
Stabs with Amazing Edged damage and can be thrown up to 10 areas to do Incredible Edged damage. The spear is made of Incredible strength material.

Death Sense:
Like all Valkyrior, Valkyrie has the Unearthly ability to sense a being's approaching death. At the Gamemaster's option, he or she may have Valkyrie attempt a FEAT roll to determine if she has detected a death glow. If she does, one character, randomly chosen, will be placed in a deadly situation. This character will attract attacks and is unable to spend any Karma on Endurance FEAT rolls for the duration of the adventure.

Aragorn:
The Valkyrie's mount has Excellent ground speed (5 areas/round) and Excellent air speed (10 areas/round). Aragorn has the following statistics:
F-GD A-EX S-RM E-IN
Health:100

Talents:

The Valkyrie is trained in **Martial Arts A**. She has **the Sharp and Thrown Weapons** skills.

Contacts:

The Valkyrie is a respected member of the Valkyrior, known throughout Asgard as one of the chosen of Odin. She was a long time member of the Defenders.

Additional Notes:

Role-Playing Notes:

Since the Valkyrie's spirit was united with her true body, she has acted extremely haughty, proud, and arrogant. She has a lust for adventure that drove her to leave Asgard. The Valkyrie has all of a warrior's virtues, and will do almost anything for those who have helped her.

History:

The origin of Brunnhilde the Valkyrie remains a mystery. Her parentage is unknown. She has claimed to be "not just an Asgardian" and to have served something older than Asgard, but what she meant is unknown. Brunnhilde was selected by Odin, monarch of the gods of the otherdimensional realm of Asgard, to lead the Valkyrior, the Choosers of the Slain, a group of warrior-goddesses who would appear over the battlefields of mortal worshippers of the Asgardian Gods and choose which of the fallen were worthy to be taken to Valhalla, the land of the honored dead in the dimension of the Asgard. Brunnhilde served Asgard capably in this capacity for centuries. Brunnhilde and her fellow Val- kyries continued to gather heroic mortal warriors for Valhalla until roughly a millennium ago, when Odin was forced to cease virtually all intercourse with the Earth in accordance with a pact that he and the leaders of Earth's other pantheons of gods made with extraterrestrial Celestials. From then onward, the Valkyries could choose slain heroes only from among fallen Asgardian warriors. In a tavern on the outskirts of Marmoragard, Brunnhilde encountered Amora the Enchantress, who offered her a life of adventure. However, when Brunnhilde tried to end their relationship, Amora entrapped her within a mystic crystal of souls. While Brunnhilde's body remained in suspended animation, her immortal soul became Amora's plaything. Over the centuries the Enchantress used Brunnhilde's spiritual essence to give the Valkyrie's powers to her-self or to her pawns. The Enchantiress usually used her magic to alter ithe recipient's appearance to resem-ble Brunnhilde herself. Specific early instances of Amora's exploitation of the Valkyrie are unknown. The first time Amora assumed the Valkyrie's physical aspect in recent years was in a plot to lead a handful of female superhumans against the male Avengers. Her true identity was discovered, however, and her plan thwarted. Months later, the Enchantress bestowed the Valkyrie's power upon a socialite named Samantha Parrington in an attempt to get revenge on the Hulk. Finally, a woman driven mad by being trapped in another mystical dimension, Barbara Norriss, was given the Valkyrie's power and consciousness by Amora in order to help the Enchantress and her erstwhile allies, the Defenders, escape from the clutches of the sorceress Casiolena. Amora did not undo her spell on Norriss after Casiolena's defeat. As a result Norriss's body now possesses Brunnhilde's consciousness, appearance, and powers, while Norriss's own mental essence is trapped in Brunnhilde's real body in Asgard. Brunnhilde, however, was unaware that she was not in possession of her real body and full memory.

It was not until a minor Asgardian warrior named Ollerus attempted to take over Valhalla that the Valkyrie's two mixed aspects met for the first time. Brunnhilde's mental essence in Norriss's transformed body fought Norriss's mental essence trapped in Brunnhilde's real body. At the end of that encounter, the Valkyrie's body, with Norriss's mind, was consigned to Niffleheim, the realm inhabited by the spirits of the non-heroic Asgardian dead, while Brunnhilde's mind in Norriss's transformed body accompanied the Defenders, who had made the other dimensional journey with her, back to Earth. When Barbara Norriss's body was murdered, the Valkyrie's spirit and mind were inadvertently freed from their mortal host. With the help of Doctor Strange's magic, Brunnhilde regained her true body, as well as her full memory and normal warrior's personality. Brunnhilde then battled Amora and banished her into the crystal of souls in which she had been trapped (though she has since escaped.) Feeling estranged from Asgard in general and Odin in particular, Brunnhilde chose to return to Earth with her mortal friends, the Defenders. Odin placed the dangerously powerful self-styled goddess Moondragon into Brunnhilde's charge. Brunnhilde was to teach Moondragon humility and take action against her should she again become a menace. When Moondragon fell under the malevolent influence of the Dragon of the Moon, Brunnhilde, given temporary additional powers by Odin for this occasion, including the power to grow to gigantic stature, opposed her. Two other Defenders, the Angel and Cloud, helped to defeat Moondragon. Moondragon escaped, however. Months later Moondragon, her power augmented by the alien Beyonder, attacked the Defenders again. Brunnhilde and the Eternal called Interloper projected their immortal life forces against the Dragon through the "mortal instruments" of the Defender Andromeda and the Defender's former foe Manslaughter. Three other Defenders went to rescue endangered innocents, and when they returned, everyone had seemingly been transformed into statues of ashes and dust, and the Dragon of the Moon was apparently gone. Recently, when Doctor Strange was on the brink of death, his astral form found itself being drawn toward a realm of the afterlife. His astral form saw Brunnhilde, who had come to escort him into the hereafter. Strange, however, refused, and after considerable effort, returned to life in the mortal world. It is unclear whether Brunnhilde herself was dead and appeared to Strange in her astral form, or whether she still lives in physical form. It is clear, however, that she once more serves to escort the spirits of dead heroes into the hereafter.

Author:

Keith Kilburn, Dec 1998

Sources:

Venom

Statistics:

F	IN(40)
A	IN(40)
S	AM(50)
E	IN(40)
R	GD(10)
I	RM(30)
P	TY(6)
Health:	170
Karma:	46
Resources:	TY(6)
Popularity:	-15

Background:

Real Name: Edward Brock
Occupation: Criminal, former newspaper reporter
Legal Status: U.S. Citizen with a criminal record
Identity: Publicly known
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives: None
Base of Operations: Mobile
Past Group Affiliations: None
Present Group Affiliation: None

Known Powers:

Webbing:
Brock's living costume provides him with a renewable source of material which he can use as webbing. He can fire Amazing strength webbing which clings to his targets with Incredible rank. As long as the webbing is still connected to Brock's costume, he can manipulate the strands as if they were part of his body. Once separated from Brock, the webbing dissolves in 5-50 minutes. The costume can supply enough webbing for an attack every third round. (It reabsorbs web-strands when Brock is travelling by swing-lines and hence can travel indefinitely in such a manner.) If the costume is taxed beyond this limit, it takes Good damage. See below for the effects of this damage.

Fangs:
Venom manifests a wicked row of two-inch teeth. If he wished to bite someone, venom would deliver Excellent Edged damage.

Spider Sense Immunity:
Brock's costume cancels Spider-Man's Combat Sense. Not only does this allow Brock to blindside Spider-Man, but it penalizes Spider-Man –2CS on Dodge and Evade maneuvers.

Skin Armor:
Although it is not known how, Brock's costume cushions some of the damage directed against him. He is considered to have Typical protection against blunt physical damage.

Symbiote:
Many of Venom's powers come from the symbiote that Brock wears as a costume. The costume can alter its size and color at Brock's desire, dressing him in any style he prefers. Characters adjacent to Venom may attempt to target the costume itself at – 4CS. The costume has Remarkable resistance to both blunt and edged physical attacks, but none against energy attacks. It has 30 points of Health, and automatically recovers 6 points of Health each round it's injured. If it is taken below 0 Health, the costume is "unconscious" for 1-10 hours. The costume is psionically bound to Brock, but if he is deprived of it, he has the following statistics:

F	GD	(10)
A	GD	(10)
S	EX	(20)
E	EX	(20)

Health: 60

Weaknesses:

Venom's costume is vulnerable to certain attack forms. It suffers +2CS of damage when attacked by sonics, and +1CS when confronted with fire. If someone attempts to psionically sever the bond between Brock and the symbiote, it would prove to be difficult (consider the bond to be of Amazing material strength), but any damage to the bond is taken by Brock.

Talents:

Brock was a dedicated newspaperman, and receives a +1CS to his Intuition when attempting to uncover information outside combat.

Contacts:

None

Additional Notes:

Role-Playing Notes:

Venom really hates Spider-Man! He would go to any lengths to kill Spider-Man, but wants to deliver the killing blow himself. Brock and the symbiote have formed a partnership of sorts, and Brock spends much of his time talking to his costume. Although he is certifiably insane, Brock is very intelligent. He has a great deal of information at his fingertips, and he is quick to make accurate deductions.

History:

Eddie Brock was a reporter for The Daily Globe, the traditional rival of The Daily Bugle. Brock was known as an outstanding reporter, uncovering obscure information where no one else could. As his reputation grew, Brock found it harder and harder to live up to. Eventually, he began fabricating small details, and then entire stories. One of these fabrications was discovered by Peter Parker, a freelance photographer working for the Bugle. The Bugle exposed the story, effectively embarrassing the Globe and ending Brock's career as a newspaper reporter.

Some days earlier, a device of Doctor Doom's had penetrated the Baxter Building, home of the Fantastic Four. The device released from captivity the alien costume that Spider-Man had discovered in the first "secret war." Spider-Man had since abandoned the symbiote, as it was draining his vitality, and asked the Fantastic Four to keep it safe, as it was somehow in "love" with Spider-Man and wished to rejoin with him. The costume, escaped and while hunting for Spider-Man, found Brock ready to commit suicide. It sensed Brock's hatred of Parker, and bonded with Brock, hoping to gain vengeance on the man who had spurned it. It gave Brock superhuman powers, with which the pair hunted down Spider-Man (knowing Parker's dual identity) and nearly killed him. Spider-Man foiled their attempt by remembering that the sym-biote was vulnerable to loud noise. Venom was arrested and sent to the Vault, a maximum-security prison for super-powered felons.

Venom escaped and pursued vengeance. Parker's wife Mary Jane spotted Venom at their old apartment and alerted her husband to the danger. Spider-Man pursued his enemy, only to be attacked in a meat-packing plant where he had webbed his street clothes. Parker fled that encounter, leaving behind a stack of change-of-address notices. Brock went to Parker's new address and threatened to harm his relatives unless Spider-Man met Venom for a showdown on the tip of Montauk. At that encounter, Parker offered himself to the symbiote, who still "loved" him. The alien tried to sever its bond with Brock, against Brock's wishes, but the strain proved to be too much, and the pain of the attempt knocked both the symbiote and Brock unconscious. Venom is in custody at this time.

Author:

Norseman, Dec 1998

Sources:
GHOTMU #?

Viper

Statistics:

F	EX(20)
A	EX(20)
S	GD(10)
E	EX(20)
R	EX(20)
I	EX(20)
P	GD(10)
Health:	70
Karma:	50
Resources:	RM(30)
Popularity:	-1

Background:

Real Name: Unknown.
Former Aliases: Meriam Drew, Madame Hydra
Occupation: Villain, Former leader of HYDRA
Legal Status: Unknown
Identity: Secret
Place of Birth: Unknown
Marital Status: Married
Known Relatives: Wolverine (Husband)
Base of Operations: Various
Past Group Affiliations: HYDRA
Present Group Affiliation:

Equipment:

Viper has access to an extensive armoury, and can obtain just about any item in common military usage. Her personal equipment usually includes the following:

Prosthetic fangs
Which secrete a lethal snake venom of Rm potency. The victim has 8 hour to get an antidote (normal venom antidote is effective)

Throwing Darts
Up to 8 tipped with the same poison. They can be thrown up to 2 areas, causing 3 points of edged damage.

Laser Pistol
25 points of energy damage, +1CS shooting due to laser scope. Range of 5 areas, energy for 5 shots. May be fired in the dark without penalty.

Whip
Gd(10) damage. Viper can attack anyone in the same area with this weapon, and with a bulls-eye result she can disarm an opponent.

Teleportation Ring:
Incredible(40) teleportation

Talents:

Guns, Weapon Specialist(whip), Martial Arts A & C, Leadership, high-tech criminal technology

Contacts:

Various criminal contacts, Cobra, Princess Python, Silver Samurai

Additional Notes:

Role-Playing Notes:

Viper is one of the most ruthless villains, male or female, active today.She will kill without qualms anyone who stands in her way. With the exception of the Silver Samurai, her former confidant and lover, she considers her agents expendable and will sacrifice them gladly to obtain her objectives.

History:

The woman who would become the Viper was an orphan child in Eastern Europe. For most of her adolescence and young adulthood, she struggled for survival in a transient existence throughout Europe. She found crime the most convenient way to make money. Relying on her wits, she eventually entered the ranks of the powerful subversive organization HYDRA as one of the few female agents it had at that time. When the Supreme Hydra Baron Woifgang von Strucker died and HYDRAs elite perished in the destruction of Hydra Island, the remaining organization fragmented. She seized control of the New York City operations. At that point, she took the name Madame Hydra, began wearing a green costume and green lipstick, and dyed her hair green to symbolize the organization that she now commanded. Madame Hydra's first known major enterprise as a HYDRA leader was the attempted contamination of New York City's water supply. Thwarted by Captain America, she tried to kill him but failed. Finally, she had heat-seeking missiles launched at Captain America and his then-partner Rick Jones. They dodged, but it was believed that Madame Hydra was herself killed by a missile.

However, the alien Space Phantom unexpectedly intervened when he took on her physical form and transported her into extratemporal orbit. During the years that the Space Phantom plotted against Captain America and his allies, the Avengers, Madame Hydra remained in Limbo.

Upon the Space Phantom's defeat, he returned to Limbo and Madame Hydra was returned to Earth. No longer head of HYDRA, she sought to regain her place among the international criminal elite by reorganizing the defunct band of costumed criminals known as the Serpent Squad. In doing so, she murdered the first costumed criminal to be known as the Viper and adopted both his criminal alias of Viper and a modified version of his costume. (She has subsequently adopted yet another design for her costume.)

The Viper went on to organize her own international organization that is an active force in crime, espionage, and terrorism. While under a magic spell cast by one of the original Spider-Woman's enemies, the Viper temporarily falsely believed herself to be Merriem Drew, the first Spider-Woman's mother. The Viper's most spectacular scheme in recent years was her attempt to crash the SHIELD Heli-Carrier into the United States Capitol building, during a Presidential address.

In her latest scheme she kidnapped some of the most important women from Wolverine's life to get to him and she tried to kill him. It was revealed that for some reason Viper and Wolverine are married, but the exact details are yet unknown.

Author:

Wouter Vlemmings, Dec 1998

Sources:

Vision I

Statistics:

F	EX(20)
A	GD(10)
S	EX(20)
E	RM(30)
R	GD(10)
I	RM(30)
P	RM(30)
Health:	80
Karma:	70
Resources:	GD(10)
Popularity:	-2

Background:

Real Name: Aarkus (last or other names unknown or unrevealed)
Other Aliases: Destroyer of Evil
Occupation: Adventurer
Legal Status:
No known legal status
Identity: Identity, Public/Secret
Place of Birth:
Unnamed home dimension
Marital Status: Unknown, possibly inapplicable
Known Relatives: None
Base of Operations: None
Past Group Affiliations: None
Present Group Affiliation: None

Known Powers:

Cold Generation:
One of Aarkus' primary abilities is his power to drain, on touch, the heat from a body, inflicting Amazing (50) Stunning Energy damage to his opponents as they react to the intense cold. Targets so affected must pass an Endurance FEAT roll against the intensity of the damage they receive, or be stunned for 1d10 rounds and encased in ice of Amazing (50) material strength.

Dimensional Aperture:
Aarkus can use any source of mist or smoke to fashion an interdimensional portal. He can use this power to make portals to any place that has an abundance of mist or smoke, and he can do this with Excellent (20) ability. However, if trapped in a location or reality lacking gases or smoke to any extent, he cannot use this power at all.

Flight:
Another of Aarkus' powers is the ability to move freely, in three dimensions, within a space filled with gaseous matter. He can do this with Good (10) ability, which translates into flight at 120 miles per hour, or eight areas per turn. This power is useless in a vacuum, however, as is his dimensional aperture power.

Invulnerability to Poison Attacks:
Aarkus has demonstrated on at least one occasion an extremely high resistance to poisonous gases, by wading right into a cloud of toxins that were easily deadly enough to kill most everybody on the western seaboard. As such, consider his resistance to such attacks Class 1000 in rank.

Talents:

Occult Lore:
As an extraplanar being that traverses several of the known realities of existence (and several that are unknown), it is safely assumed that Aarkus is knowledable in occult matters. He may not be an expert, but his Reason should be considered +1 CS in this area of knowledge.

Contacts:

Aarkus can claim his mysterious people as a contact, should he be in a position to ask them for help. Furthermore, he can possibly rely on the **Invaders** for aid, as he saved them from poison gas, even if he'd roughed them up before that.

Additional Notes:

Role-Playing Notes:

Aarkus is a man that loves his home. He loves it so much, in fact, that he has left it on many occasions to battle the forces of Evil, in order to prevent them from providing a threat to his plane of existence. However, he's not absolutely single minded in his pursuit of evil, as he's been blackmailed into helping bad people on at least one occasion...

History:

Very, very little is known about the being that is Aarkus, Destroyer of Evil, he who is better known on the earthly plane as the Vision. It is known that he is from a different level of reality, and that he is the sworn opponent of evil, but that's about it. Besides the fact, of course, that he often journeys to earth to battle the tides of darkness that beseige it.

One of his many appearances on the earth was the result of an advanced device known as the dimension smasher, a device that literally pulled him from his own plane and deposited him in a secret Nazi installation below the American deserts. In this particular instance, he was forced to work with his evil captors against the heroic Invaders.

However, once the dimension smasher was destroyed by the Invaders in their battle with these evil Germans, the Vision was freed from his blackmailers, and aided them in the disposal of poison gas that the Germans were planning to use against America, by sweeping it through a portal into his own plane on his way home.

His further exploits on the earthly plane have yet to be chronicled, if he in fact has had any more. Afte his last trip to the earth, it may not have Seemed such a pleasant idea, after all.

Author:

Keith Kilburn and Denny Hill, Jan 1999

Vostok

Statistics:

F	EX(20)
A	EX(20)
S	IN(40)
E	IN(40)
R	EX(20)
I	TY(6)
P	TY(6)
Health:	120
Karma:	32
Resources:	
Popularity:	0/20 inside former USSR

Background:

Real Name: Anatoly (other names unrevealed)
Other Aliases: Sputnik
Occupation:
Legal Status:
Identity:
Place of Birth:
Marital Status:
Known Relatives:
Base of Operations:
Past Group Affiliations:
Present Group Affiliation:

Known Powers:

Sputnik is an android, similar to the vision, created by the Soviet state.

Phasing:
Am (50).

Flight:
Ex (20), 10 areas/round

Energy Beams:
Rm (30) energy damage at a 3 area range

Neural Manipulation-Disruption:
Am (50), touch only. The hero can alter a target's neural activity. The target's body loses all sensations; it falls to the ground, a limp, numb mass of flesh. This Power only affects the voluntary muscles; it does not affect the autonomic nervous system which controls the heart, lungs, and other automatic bodily functions. The Power normally affects only a single person; affecting more causes a decrease in duration of - 1 CS per additional person (although more than two targets is unlikely, considering that Vostok's range is touch). The target's mind and senses are unaffected by the Power; the victim knows full well what is happening (even if he doesn't know why it's happening to him).

Life Support:
In (40), no need to eat, drink, or breathe

Machine Animation and Control:
Vostok can control the movement of anything mechanical with Am (50) ability. It is as if he were a combination remote-control panel and power source. The machines can only perform those functions for which they were designed. While under the influence of the Power, the affected machines can function even in the absence of a normal power supply, such as would be provided by an electric cord, wound spring, or miniature nuclear generator. The only new function the hero can give a machine is limited ground movement. Affected Machines can travel at Rm (30) rank speed by sliding or rocking along the ground. If the machine already incorporates a means of propulsion (wheels, tracks, table legs), it can travel at Am (50) speed. The Power can affect any single machine within 20 areas. If Vostok attempts to control several machines simultaneously, the Range decreases -1CS for each additional Machine he is controlling. The Power is primarily intended to control normally non-sentient devices, which are considered to have a Psyche of zero. If Vostok tries to gain control of a Robot or the mechanical part of a Cyborg, greater effort is needed. It becomes a contest of wills, as the hero's Power tries to overcome the target's Psyche. The Psyche in question is either that of the Robotic brain or the living mind of a Cyborg; if the Cyborg incorporates both living and mechanical minds, only the Psyche of the mechanical mind is used to determine the difficulty of the FEAT. The latter determines what Intensity FEAT is required.

Energy/ Life/ Power detection:
Am (50)

Talents:

Computers, Electronics

Contacts:

Contacts

Additional Notes:

Role-Playing Notes:

History:

Vostok is an artificial humanoid being described as an amalgamation of human, alien and computer technology (he has also been referred to simply as a synthezoid). At some point in the past, he was apparently a human named Anatoly, but he is now a robotic adventurer who serves with the People's Protectorate. Vostok is an unemotional android programmed to be patriotic, and loyal to his teammates.

Author:

Andy Morrow, Jan 1999

Warrior Woman

Statistics:

F	EX(20)
A	GD(10)
S	IN(40)
E	IN(40)
R	GD(10)
I	GD(10)
P	TY(6)
Health:	110
Karma:	26
Resources:	GD(10)
Popularity:	-5

Background:

Real Name: Frieda Ratsel
Occupation: Nazi agent
Legal Status:
German citizen
Identity: Secret
Place of Birth: Unrevealed
Marital Status: Married to Master Man I, though this is disputable
Known Relatives: None
Base of Operations: Mobile
Past Group Affiliations:
Former member of the Super-Axis, former partner of Master Man I, partner of Master Man II
Present Group Affiliation:

Known Powers:

Warrior Woman was exposed to a variation of the Super-Soldier formula that produced Captain America. As a result, her physical abilities were greatly enhanced. She has no superhuman powers, but relies solely upon the attributes of her genetically-perfect body.

Talents:

Frau Ratsel is so skilled at **hypnotism** that she can force a victim to reveal any information he knows, unless the victim succeeds at a Yellow Psyche FEAT roll. Only one roll is attempted per victim per day. Frau Ratsel has Excellent Reason regarding **espionage**. She is a **Weapons Specialist with her whip**, granting her a +2CS to hit. She can use the whip to make grappling attacks.

Contacts:

Third Reich, New Reich

Additional Notes:

Role-Playing Notes:

Frieda Ratsel is a sadistic, brutal woman. She hates most men, and often displays her contempt for Wilhelm Lohmer, the original Master Man, by referring to him as a stupid oaf. During World War II, Warrior Woman held complete and unwavering loyalty to Adolf Hitler. Currently, she is the ally of Herr Nacht, the second Master Man.

History:

The early life of Frieda Ratsel is a mystery. It is known that she became a valuable Nazi spy during World War II. As part of her duty, she kidnapped and interrogated an American soldier named William "Biljo" White, who knew information about the Super-Soldier formula. After successfully hypnotizing the private, Frieda learned of the missing ingredient, and decided to try the formula on herself. As she was preparing the compound, Frieda was interrupted by her superior officer, who forbade her to take the formula. Frieda used her whip to disarm the officer, and unintentionally hurled him into the apparatus she was using to make the formula. The device exploded, and the blast transformed her into the mighty Warrior Woman.
At the sight of her, Adolf Hitler was very impressed, and hastily decided that she should marry Master Man I, who readily agreed. Warrior Woman considered Master Man I to be a blundering oaf, and scorned him. At her ruler's command, however, she relented to the idea of marriage.
After the wedding ceremony, Hitler planned to execute the Invaders, who had recently been captured with the help of Master Man I and

Warrior Woman, as part of the celebration. The final vows were never spoken, however, because Union Jack and Spitfire arrived on the scene and rescued the Invaders. Although Hitler himself proclaimed Master Man I and Warrior Woman to be man and wife, the fact remains that they never actually spoke their wedding vows, and it could be argued that they were never legally married.

Later during the war, Warrior Woman (along with Master Man) was drawn to America by the psychic powers of Lady Lotus, who wanted to force the couple to join her villainous group called the Super-Axis. Master Man and Warrior Women resisted, vowing they would always remain loyal to Adolf Hitler. Master Man, however, was quickly cowed into submission when Lady Lotus used her psychic powers to assault him with spectral images of Captain America, the Human Torch, the Sub-Mariner, Spitfire, and Union Jack. After her whip was transformed into a huge snake, Warrior Woman too was subdued, but she never truly gave up her devotion to Hitler, and she swore revenge against Lady Lotus. The Super-Axis also included U-Man and Baron Blood, neither of whom resisted Lady Lotus's leadership.

For their baptismal assignment, Lady Lotus sent the Super-Axis to Chicago. Using her psychic powers to speak directly to their minds, Lady Lotus commanded the Super-Axis to wreak havoc at the largest railroad terminal in the country. With his great strength, U-Man began to rip up railroad tracks, while Baron Blood killed the engineers of a locomotive, causing it to derail and erupt in a fiery blast. Master Man and Warrior Woman did their part by destroying tracks and signaling systems.

Everything was going as planned, until Captain America, the Human Torch, Miss America, the Whizzer, and the Sub-Mariner arrived on the scene.

From her hideout in Chinatown, Lady Lotus watched the battle rage within her crystal ball. Fearing the national guard would soon arrive, she ordered the Super-Axis to retreat.

The Invaders followed the Super-Axis to Riverview, a giant amusement park in Chicago. Lady Lotus ordered the villains to destroy the rides, in the hope that they would kill American servicemen on leave there. As Warrior Woman wreaked havoc in the fun house, she was attacked by Miss America. During the fight Warrior Woman grabbed the hero's ankle, and was flown into the sky. By making a sharp turn, Miss America flung Warrior Woman into a huge sign, rendering the Nazi unconscious. The Invaders successfully kept any civilians from being killed, and rounded up the rest of the Super-Axis, who were all taken into police custody. Lady Lotus, however, was not captured.

As the allied guns pounded Berlin near the close of the war, Master Man I and Warrior Woman were placed in suspended animation in separate, secret laboratories within the city. Through the foresight of Baron Strucker, these two hidden facilities had been built for this very purpose. Baron Strucker knew that Hitler's regime would fall, so he devised a way for the two greatest warriors of the war to be preserved, ensuring that "the dream" would be reborn in the future.

After Baron Strucker's funding ran out, Herr Nacht took over the financing of Master Man I and Warrior Woman's preservation. Herr Nacht's father was involved in the project from the beginning, over 40 years ago. Over those years, the project was technically managed by Doktor Kraus, a German scientist whose life had been saved by Herr Nacht's father.

Recently, with the reunification of Germany, Herr Nacht decided it was time to awaken the slumbering warriors. Because Master Man I's preservation unit was hidden on the west side of Berlin before the war ended, he was continually monitored by Doktor Kraus, and was easily revived. On the other hand, Warrior Woman was secured on the east side of Berlin, and was separated when the Berlin Wall was erected. Although automated machines kept her in suspended animation, Doktor Kraus believed that she would suffer brain damage when awakened. Master Man I was willing to take the risk, and threatened Doktor Kraus with bodily harm if he did not quickly and successfully revive his beloved.

In order to ensure success, Doktor Kraus gave Warrior Woman a transfusion of artificial blood from the android Human Torch, who had recently been kidnapped by Kraus's thugs.

As Doktor Kraus was reviving Warrior Woman (and causing serious harm to the Human Torch), Namor broke into the lab and began a battle with Master Man I. As Namor was about to defeat Master Man I, he was knocked unconscious by Warrior Woman, who had been successfully revived, apparently without serious brain damage.

After Namor was securely placed in a containment device in the laboratory, Doktor Kraus took Master Man I and Warrior Woman to meet their mysterious benefactor, Herr Nacht, who revealed his plans to place himself as the leader of the New Reich. The meeting was interrupted by an alarm – Namor had broken free.

Herr Nacht convinced Master Man I to return to the lab alone and fight Namor. With Master Man I gone, Herr Nacht expressed his love for Warrior Woman, and persuaded her to leave her husband.

Back in the lab, Namor was defeating Master Man I and Doktor Kraus's thugs with the help of Namorita, Union Jack, and the elderly Lady Crichton, who had been the costumed hero called Spitfire during World War II. During the fight, Master Man I inexplicably reverted to his true form as the weakling Willie Lohmer. At that moment, Herr Kraus arrived in costume as Master Man II, with Warrior Woman at his side. Overwrought at losing his powers and being rejected by his beloved, Willie Lohmer threw a switch that apparently blew up him, Warrior Woman, Master Man II, and most of the thugs. No bodies were ever recovered, however. Presumably, Warrior Woman is still at large, allied with Master Man II and the New Reich.

Author:

Norseman, Jan 1999

Sources:

White Queen

Statistics:

F	GD(10)
A	EX(20)
S	GD(10)
E	AM(50)
R	RM(30)
I	IN(40)
P	MN(75)
Health:	90
Karma:	145
Resources:	AM(50)
Popularity:	15, 60 w/biz/social elite
Appearance:	Am(50)

Background:

Real Name: Emma Grace Frost
Occupation:
CEO of Frost Enterprises, Headmistress of the Massachusetts Academy
Legal Status:
U.S.Citizen with no criminal record
Identity:
Frost is known to be a leading figure in the Hellfire Club
Place of Birth: Boston, MA
Marital Status: Status
Known Relatives:
Mr & Mrs Frost (parents, deceased), Adrienne Frost (older sister), Cordelia Frost (younger sister).
Base of Operations:
Massachusetts Academy, Snow Valley, MA; Frost Enterprises, NYC, residences in cities where Frost Enterprises has major holdings: Boston, NYC, Washington DC, LA, San Fransisco, London.
Past Group Affiliations:
Inner Circle of the Hellfire Club
Present Group Affiliation:
Generation X (Headmistress)

Known Powers:

Telepathy: Mn(75)
Can perform the following power stunts at power rank ability:

- Ability to read minds w/in 5000 miles
- Ability to project mental illusions
- Ability to sense activity in the Astral Plan, Psioncs or Lifeforms
- Psi Screen
- Generate pain on touch, does no actual physical damage
- Sedation
- Mindcontrol
- Psionic blasts that bypass all defenses save mental invisibility
- Ability to enter the Astral Plan, (+1 cs to all actions there.)

The following power stunts are at –1CS:

- Psionic rapport, initially w/in 10 areas (unique mind link that allows Emma to share knowledge and Talents w/the rapportee)
- Ability to control psionic powers of all types
- Mental probes
- "invisibility", by telepathically blocking her presence in people's minds.

The following stunts at –2CS

- Combat sense
- Telelocation

The following at –3CS:

- Empathy/Emotion control

Telekinesis:
Ex(20) ability to manipulate objects within a range of 6 areas.

Body Resistance:
Gd(10)

Regeneration:
Gd(10)

Talents:

Administration, Business/Finance, Education, Computers, Electronics, Politics, Leadership, MA A/B/E, General Athletics
In addition she has experience in creating devices to boost/modify psionic powers, and can treat this as "current technology"

Contacts:

Emma Frost maintains contacts in the world of **business** and **finance**. She is still a member of the **Hellfire Club**, but presumably no longer a member of the Inner Circle.

Additional Notes:

Role-Playing Notes:

Emma Frost was the White Queen of the Hellfire Club, She is ruthless, capable and thoroughly willing to do what it takes to accomplish her goals. She prefers to rely upon her own keen business sense and charisma, and prefers not to indulge in direct confrontations.

History:

Emma Frost is a leading member of an old Boston mercantile family, which arrived from England in the 1600s. She was long thought to have inherited the bulk of her wealth from her parents, but this is not the case. Her large fortune is a result of her own successes in the business world, which she rose quickly through thanks to her intelligence, personal charm, ruthless drive and secret use of her psionic abilities.

She eventually became the majority stockholder in a multibillion-dollar conglomerate which has been renamed after herself. Despite her youth, she is now chairman of the board, and CEO of this corporation. Frost Enterprises is principally concerned with electronics, aerospace, and transportation. She had also become the chairman of the board of trustees of the Massachusetts Academy, a college prep school for grades seven through twelve, in Snow Valley, MA. She served as the school's headmistress when she was in charge of the Hellions, a training group of young people who might someday gain a place of rank in the Hellfire Club.

Her beauty and talents brought her an invitation to join the Hellfire Club, an elite organization of the worlds wealthy, powerful and famous figures. Frost became an ally of Sebastian Shaw, who was a member of the Clubs' Council of the Chosen, which secretly conspires to achieve world domination through social and economic means. Like Frost, Shaw was secretly a mutant with super-human powers. The Lord Cardinal, leaders of the Club and the Council of the Chosen, were White King Edward Buckman and White Queen Paris Lourdes Seville. Buckman threw the Council's support behind Project Armegedden, scientist Stephen Lang's programme to build Sentinel robots to have them hunt down mutants for use by those in the council seeking power.

However, Frost, through her telepathic abilities, learned that the project actually intended to destroy all superhuman mutants. So, together, Shaw and Frost staged a power coup that gave them control of the Council of the Chosen, which they renamed the Inner Circle. Shaw took on the position of Black King, and Frost White Queen.

Under Shaw and Frost, the Inner Circle became dominate by mutants or other metahumans. Frost had undertaken the task to recruit young mutants and teach them to use their powers at her school so they might support the Inner Circle. Most of these mutant students are members of a team called the Hellions. Frost has taught some students, such as Firestar (Angelica Jones) apart from the Hellions, but Firestar eventually left the school.

Frost first encountered the team of mutants called the X-Men when she sought to recruit young Kitty Pryde to her school. Since then, she encountered the X-Men on several occasions, including the ill-fated attempt to recruit Phoenix to serve as Black Queen.

In recent years, after the death of several of her students at the hands of mutant time-travelling criminal, Trevor FitzRoy, Emma has resolved to change her motivations, eventually becoming the mentor of Generation X.

And more recently, it was revealed that Emma is the middle daughter of her family, her other two sisters also being mutants of unknown powers.

She was institutionalized as a young teen due to her emerging telepathic powers, and unfortunately in the institution, she was apparently sexually and physically abused until she learned that the 'voices' were actually the thoughts of those around her. She turned her powers loose on her abusers, forcing them to commit suicide. She escaped, and began using her talents to survive on the streets, allowing her to steal what she needed to survive and eventually gaining herself an invitation to a major Club gala, where she used her telepathy to gain enough information on the stockmarket that she was able to parlay a small sum into an immense fortune in short order, and she even ran afoul of the lovely Binaca La Niege, former CEO of La Neige Electronics....

Presumably, Emma has an advanced degree or so from a top univerity. She currently runs a fully accredited boarding school out of the former Massachusetts Academy, which is currently called Xavier's School for Gifted Youngsters. Her students include the mutants of Gen X and 'normal' students as well...

Author:

Lady Arakne, Jan 1999

Widget

Statistics:

F	FE(2)
A	GD(10)
S	FE(2)
E	GD(10)
R	AM(50)
I	EX(20)
P	TY(6)
Health:	24
Karma:	76
Resources:	Shift 0
Popularity:	0

Background:

Real Name: Widget
Occupation: n/a
Legal Status: None
Identity: n/a
Place of Invention: Loch Damon, Scotland
Marital Status: n/a
Known Relatives: n/a
Base of Operations: n/a
Past Group Affiliations: Excalibur
Present Group Affiliation: None

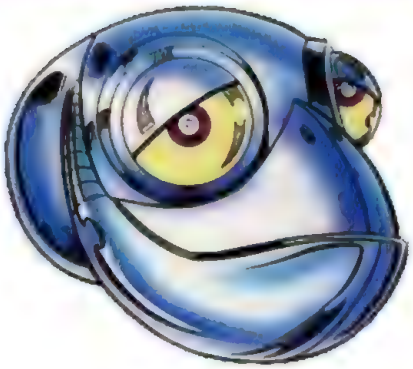
Known Powers:

Shrinking:
Widget is the size of a cantaloupe. This Good rank Shrinking burdens opponents with – 1CS in attacks on Widget.

Flight:
Widget can float about, flying with Feeble speed.

Jaws:
Widget eats metal, chewing through material of up to Amazing strength at a tunneling rate of one area every two rounds. As an attack, this can cause from Typical to Monstrous damage (Judge's decision) depending on which part of a metallic object Widget eats (it's bad when he eats a car's engine block, but not so bad when he munches an external rear-view mirror); he's not too particular.

Dimensional Aperture:
Widget can open portals to other dimensions. It is unknown if this Amazing power has any limitations.



Talents:

None

Contacts:

Widget has been picked up by **Excalibur**.

Additional Notes:

Author:

Norseman, Dec 1998

Sources:

Role-Playing Notes:

Oh gosh! Oh golly! Oh, wow! Widget is very young, being created not one year ago, and has a limited view of the world. He apparently likes playing games and enjoys sending folks to different dimensions. He must have some rudimentary skills guessing where people would like to go, but Widget sometimes provides inappropriate solutions.

History:

Very little has been recorded regarding Widget's activities. It is known that Widget is a creation of Tweedledum, one of the Crazy Gang with an idiot savant talent for inventing unusual machines. Tweedledum poured some old beans and some machine parts into a parabolic reflector and off-handedly invented Widget.

Since then, Widget has transported a boy to safety, an amateur scientist to Saturdyne's realm, a passenger train to and from an alternate reality where the Axis won the World War II, and opened a portal to a pastoral area populated by nomadic amazons.

To protect Alistair Stuart from being lost in the amazons' land, Shadowcat used her phasing power to short out Widget. She then carried the creature back with her to Excalibur headquarters. Widget's further adventures are unrecorded.

X-Babies

Background

Occupation: Child Actors
Legal Status: Wards of Mojo
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives: None
Base of Operations:
Mojo Productions Unlimited, on an unidentified world in another dimension.
Past Group Affiliations:
Present Group Affiliation:
Property (sort of) of Mojo, ally of Richochet Rita

Popularity is that in their own native dimension. Outside of that, it should be treated as 0.

Common Powers

Shrinking:
All of the X-Babies stand about 3-1/2 to 4 feet tall, giving them the equivalent of Feeble rank shrinking. This does absolutely nothing for them except make them even cuter.

Transmission Implant:
All of the X-Babies are equipped with cybernetic eyes that allow what they see to be transmitted back to Mojo's cameras and monitors. The range of these transmitters is unlimited, capable of bridging most dimensional gaps.

Immunity to Mind Control:
For reasons yet to be revealed, Mojo's Monstrous rank Mind Control is reduced to only Excellent against the X-Babies.

X-Baby Colossus

F	GD(10)
A	GD(10)
S	AM(50)/TY(6)
E	IN(40)/TY(6)
R	TY(6)
I	TY(6)
P	TY(6)
Health:	110/32
Karma:	18
Resources:	PR(4)
Popularity:	30

Powers:

Self Transformation:
Like the original, the Colossus X-Baby can transform himself into organic steel, providing him with Incredible resistance to physical and energy damage, Remarkable resistance to electrical damage, Excellent resistance to corrosives, and Monstrous resistance to heat and cold. He does not rust and has no need to breathe in his armored form (although he cannot survive in a vacuum).

Talents:

X-Baby Colossus has no interest in Martial Arts. He has the **Artist** talent in drawing, but is currently limited to crayons and finger paint.

Contacts:

Colossus is an actor working for **Mojo** and his high ratings guarantee that he will not do anything to harm him. He is on good terms with **Ricochet Rita**.

Role-Playing Notes:

Like the original, the X-Baby Colossus is trustworthy, loyal, helpful friendly, etc.

X-Baby Dazzler

F	TY(6)
A	EX(20)
S	PR(4)
E	TY(6)
R	TY(6)
I	TY(6)
P	TY(6)
Health:	36
Karma:	18
Resources:	PR(4)
Popularity:	30

Powers:

Sound/Light Conversion:
X-Baby Dazzler has the ability to convert sound waves into coherent light. She can create these effects:

- Form a laser beam, either 4 areas, at – 1CS damage, or 2 areas, +1CS damage
- A light shield which provides Rm(30) protection against physical attacks
- A dazzling attack against anyone who fails an Endurance FEAT roll against the intensity of the attack
- A hypnotic attack, 1 area range

The intensity of these effects are determined by the noise around her. At a normal level of sound her power is usually Ex(20) rank. The following can be used as a guideline:
Radio, crowded room = Remarkable
Streets, loud music = Incredible
Explosions, subways = Amazing
At her current age X-Baby Dazzler cannot manipulate more than Amazing levels of light and sound. She is immune to all light attacks herself. She has none of the Power Stunts of the original Dazzler.

Talents:

Dazzler has the Performer talent in singing and dancing.

Contacts:

Dazzler is an actress working for **Mojo** and her high ratings guarantee that he will not do anything to harm her. She is on good terms with **Ricochet Rita**.

Role-Playing Notes:

X-Baby Dazzler tends to get very emotional, especially when the love of her life X-Baby Longshot is in danger. She is very jealous of X-Baby Rogue.

X-Baby Longshot

F	EX(20)
A	RM(30)
S	TY(6)
E	GD(10)
R	TY(6)
I	EX(20)
P	GD(10)
Health:	66
Karma:	36
Resources:	PR(4)
Popularity:	33

Powers:

Probability Manipulation:
X-Baby Longshot can manipulate probability fields to his advantage. Any percentile roll made by the player running Longshot is read as the high die first (a roll of "1" and "7" would be a roll of 71). Longshot only gets the benefits of his Probability Manipulation if his motives are pure (well, innocent anyway).

Aura Reading:
Longshot can read the psychic aura of an object with Remarkable ability and may understand the thoughts of those who have handled the object in the past. The auras of those with the strongest emotions (tear, anger, etc.) will be read best.

Throwing Blades:
X-Baby Longshot carries up to 30 knives which can do Good Edged damage and are made of Remarkable strength material. Longshot will almost always go for a bullseye to cause something mischievous to happen, as opposed to throwing for damage.

Hollow Bones:
Longshot's bones are hollow like a bird, making him more vulnerable to being moved by high winds. Anyone who uses such attacks will gain a +2CS when attempting to move X-Baby Longshot. He takes –1CS on damage from falling.

Talents:

X-Baby Longshot has the Acrobatic and Tumbling skills, as well as Martial Arts A and E. He receives a +1 to his CS when using his throwing blades.

Contacts:

X-Baby Longshot is an actor working for **Mojo** and his high ratings guarantee that he will not do anything to harm him. He is on good terms with **Ricochet Rita**.

Role-Playing Notes:

X-Baby Longshot is quite a lot like the real Longshot – innocent and happy-go-lucky. He says "Gee" a lot.

X-Baby Psylocke

F	GD(10)
A	GD(10)
S	TY(6)
E	GD(10)
R	GD(10)
I	RM(30)
P	IN(40)
Health:	36
Karma:	80
Resources:	PR(4)
Popularity:	30

Powers:

Telepathy:
Psylocke has Remarkable Rank mental abilities. She can do the following:

- Create Mind Links, allowing her to communicate with others at a distance of up to 25 miles and read others' surface thoughts (only possible with willing subjects). She can also let people in the mind link talk to each other.
- Perform telepathic projects with a range of 25 mile that allow her to "see" the surrounding area. Both this and the preceding power manifest themselves as a glowing butterfly-mask.
- Perform a Mental Probe. The person being Probed can resist, requiring Psylocke to make a Psyche FEAT roll against the intensity of the person she is Probing.
- Fire bolts of pure psionic force at a range of two areas. These bolts have physical force and can do damage to nonliving targets without minds.

Talents:

None, although rumors that X-Baby Psylocke may have been a model in a series of baby food commercials have not been confirmed.

Contacts:

Psylocke is an actress working for **Mojo** and her high ratings guarantee that he will not do anything to harm her. She is on good terms with **Ricochet Rita**.

Role-Playing Notes:

X-Baby Psylocke considers herself superior to the other girls in the group (except maybe X-Baby Storm). She thinks X-Babies Rogue and Dazzler are just silly for fighting over Longshot – she wouldn't do anything so stupid.

X-Babies (cont.)

X-Baby Rogue

F	GD(10)
A	EX(20)
S	IN(40)
E	GD(10)
R	TY(6)
I	TY(6)
P	TY(6)
Health:	80
Karma:	18
Resources:	PR(4)
Popularity:	30

Powers:

Power Absorption:
X-Baby Rogue can touch another character, flesh-to-flesh, and absorb that person's memories, any talents and powers, and even some degree of the victim's personality. Unlike her real life counterpart, Rogue cannot touch a victim for more than one round. As long as Rogue possesses a victim's powers, that victim goes into a catatonic state and cannot be awakened.
Rogue can absorb more than one victim simultaneously, giving her the highest ability scores and most useful powers of those available. She cannot absorb powers from non-human, including artificial and mechanical beings.

Permanent Absorption:
Although no one is quite sure where X-Baby Rogue got them (possibly through whatever duplication process created her and the other X-Babies, as there was no X-Baby Binary or Carol Danvers), she has the following powers;

- Flight – Good Air Speed (8 areas/ round)
- Body Armor – Remarkable protection against all forms of attack
- Metabolic Resistance – Amazing resistance to drugs and disease

Talents:

None Known

Contacts:

Rogue is an actress working for **Mojo** and her high ratings guarantee that he will not do anything to harm her. She is on good terms with **Ricochet Rita**.

Role-Playing Notes:

X-Baby Rogue is as spunky as her real life counterpart. She has a really big crush on X-Baby Longshot and hates Dazzler, her "rival. " X-Baby Rogue is not nearly as traumatized as her counterpart about not being able to touch others – she figures it just keeps her from getting cooties.

X-Baby Storm

F	GD(10)
A	EX(20)
S	TY(6)
E	IN(40)
R	TY(6)
I	EX(20)
P	GD(10)
Health:	76
Karma:	36
Resources:	PR(4)
Popularity:	30

Powers:

Weather Control:
X-Baby Storm has Incredible control over all aspects of the weather, and has mastered the following Power Stunts:

- Create Fog
- Summon Storms
- Generate Winds
- Summon Lightning
- Detect Weather

Weather Resistance:
X-Baby Storm has Remarkable resistance to high and low temperatures.

Flight:
Through wind manipulation Storm can fly at Excellent Air Speed (10 areas/round).

Talents:

X-Baby Storm has a +1CS when thieving or in Aerial Combat.

Contacts:

Storm is an actress working for **Mojo** and her high ratings guarantee that he will not do anything to harm her. She is on good terms with **Ricochet Rita**.

Role-Playing Notes:

Storm is the most mature member of the X-Babies. She tries very hard to act like an adult at all times, but all it ever gets her is teased by the other X-Babies.

X-Baby Wolverine

F	RM(30)
A	EX(20)
S	GD(10)
E	RM(30)
R	TY(6)
I	AM(50)
P	RM(30)
Health:	90
Karma:	86
Resources:	PR(4)
Popularity:	37

Powers:

Adamantium Skeleton:
X-Baby Wolverine's skeleton has strips of Adamantium or an Adamantium-like substance bonded to them, giving him Excellent body armor against Blunt physical attacks and Typical protection against Edged damage. He can do Excellent damage with his fists. An opponent striking a particularly bony part of Wolverine's body (such as the jaw) with bare hands takes Typical Blunt damage.

Claws:
X-Baby Wolverine has three really cute little three-inch claws mounted on the back of each hand that can do up to Amazing(50) damage on the Edged Attack column. Wolverine almost always does no more than Excellent(20) damage unless he is trying to cut through something hard.

Regeneration:
X-Baby Wolverine regains 10 Health points per hour or 1 every 5 minutes. He has Unearthly Endurance for FEAT rolls against any toxic substance or diseases.

Animal Empathy:
Wolverine can communicate with mammalian carnivores at Amazing rank, usually convincing them to become friends. Unfortunately, he now has more than 20 assorted dogs at his home.

Heightened Senses:
Amazing sense of smell and Incredible hearing.

Talents:

X-Baby Wolverine has never had any particular need for weapons training, although he does have **Martial Arts E** and **Tumbling**. He is +1CS when hiding in shadows or moving silently.

Contacts:

Wolverine is an actor working for **Mojo** (well, sort of), and his high ratings guarantee that he will not do anything to harm him (no matter how obnoxious he is). He is on good terms with **Ricochet Rita.**

Role-Playing Notes:

Like his counterpart, X-Baby Wolverine likes to fight, although he wouldn't think of using his claws unless absolutely necessary. He thinks girls are "stoopid" and silly, but will help them out just to show how much better he is. He is extremely mischievous and can always be found in the midst of some trouble that he's probably started in the first place.

History:

When the X-Men were apparently killed during the battle with the Adversary, no one was more upset than the extra dimensional film producer Mojo, who saw a horrible plummet in the ratings when he was no longer able to televise the activities of everyone's favorite mutant group. And so the call went out for X-Men replacements. Metal X-Men, cute furry X-Animals, skinny X-Men, fat X-Men, tiny X-Men, dancing X-Men, X-Men mimes (etc. , etc. , ad infinitum). None met with Mojo's satisfaction until the arrival of "The Mighty X-Babies!"

Since one of Mojo's previous ploys had been the reduction of the X-Men to babies, this particular group proved horribly upsetting to him. He transformed the X-Baby Longshot into a photograph and attempted to dump the others. The X-Babies responded to the challenge, thwarting the efforts of the Trademark Police " to brand them.

But just as the X-Babies were surrounded and outnumbered 10-to-1, the ratings came in on the battle – they were the highest ever. Mojo had no choice but to start a new series of adventures featuring everyone's favorite pre-adolescent munchkinoids. The episodes have yet to come out of production yet, but should undoubtedly prove to be a major success.

Author:

Norseman, Jan 1999

Sources:

Ymir

Statistics:

F	UN(100)
A	TY(6)
S	SH X(150)
E	CL 1000
R	GD(10)
I	IN(40)
P	CL 1000
Health:	1256
Karma:	1050
Resources:	MN(75)
Popularity:	-40

Background:

Real Name: Ymir
Occupation:
King of the Frost Giants
Legal Status: Not recognized by any Earth-bound agency.
Identity: Regarded as a myth by most of the populace of Earth.
Place of Birth: The Well of Life
Marital Status: Unknown
Known Relatives: None (although the entire Frost Giant race could be thought of as his "children")
Base of Operations:
Past Group Affiliations:
Present Group Affiliation:

Known Powers:

Body Armor:
Ymir has AM(50) Body Armor, proving power rank protection from physical damage.

Resistance to Aging and Disease:
Ymir has CL1000 resistance to Disease, and ages extremely slowly. It is not known whether he is truly "immortal", but he is expected to live for a few millennia, at least.

Invulnerability To Cold:
Ymir can resist cold up to CL1000 intensity.

Cold Control:
Ymir can control cold with Sh Y(200) ability. He has the following power stunts:

- Lowering the temperature around an individual to cause up to Power Rank –1CS damage per round.

Talents:

Blunt Weapons
Ymir has the art of hitting things with a big club down to a fine art.

Intimidation
Count Ymir's popularity at –1CS when he attempts to scare people into doing something.

Contacts:

It is possible that Ymir could attempt to contact **Loki** (himself the son of a Frost Giant). How Ymir would react to Loki is questionable, given his hatred of Asgardians and Loki's battles against his own kind, but he has allied with evil Asgardians in the past.
He can field large armies **of Frost Giants** when he wishes to, providing him with a devastating (and near-unstoppable) fighting force.

Additional Notes:

Role-Playing Notes:

In his long life, Ymir has discovered that hitting something until it stops moving is an extremely acceptable tactic. As most things he hits tend to stop moving straight away, why bother wasting time thinking of another plan?
Ymir hates everything related to Asgard.

History:

Long, long, long, long, long (you get the idea) ago, ice formed on the Well of Life. This ice was transformed into Ymir, the second oldest being in the Nine Worlds (second only to the fire demon Surtur).

Ymir populated the realm of Niffleheim with a race of Ice Giants, and led them into battle against the Odin and the Asgardians. Although supposedly slain in the war, Ymir lives, pointing to his possible immortality (or perhaps he was just lucky that day). The Ice Giants evolved into Frost Giants.

More recently, the Sons of Satannish summoned Ymir (as well as Surtur) to Earth. They were only stopped by the arcane energies of Dr. Strange.

Author:

M. Thomason, Jan 1999

Sources:
MSH-SAGA Avengers Roster Book

[history req.]

Zaladane

Statistics:

F	GD(10)
A	EX(20)
S	GD(10)
E	IN(40)
R	GD(10)
I	EX(20)
P	AM(50)
Health:	80
Karma:	80
Resources:	RM(30)
Popularity:	-10

Background:

Real Name: Zala Dane
Occupation: Queen of the Savage Land
Legal Status: General populace of Earth is unaware of Zaladane's Existance
Identity: ?
Other Known Aliases: Polaris II
Place of Birth: Unrevealed
Marital Status: Unknown, presumed single
Known Relatives: Lorna Dane (Polaris) - Sister
Base of Operations: The Savage Land
Past Group Affiliations: Leader of the Savage Land, Queen of the Sun People, former ally of Garokk and the High Evolutionary
Present Group Affiliation:

Known Powers:

Magical Power:
Not all of her mystical abilities have been revealed at this time. Her powers seem to be linked to the Savage Land, indicating a sort of specific nature magic. The following skills have been displayed:

- Unearthly ability to summon or recreate Garokk the Petrified Man.
- ***Magical bands:*** She can create Monstrous ability mystic restraints.

Magnetism:
Amazing control over a range of ten areas. With the Magnetism powers stolen from her supposed sister, Lorna Dane (a.k.a. Polaris I), Zaladane has exhibited the following Power Stunts:

- Inflict up to Amazing damage to mechanical constructs.
- Manipulate ferrous objects, Amazing range and strength. This includes metallic heroes, such as Colossus.
- Attack a target by levitating and throwing metallic objects with Amazing accuracy, inflicting up to Remarkable damage.
- Ensnare an opponent with the metal's Material Strength damage.

Flight:
Excellent air speed. For each person carried, air speed drops by one rank to a minimum of Feeble.

Force Field:
Amazing rank force field covering one area. Each additional area decreases the protection -1CS. The force field stops all physical, energy, and psionic attacks.

Energy Control:
Incredible control over electricity and gravity by manipulating the magnetic lines of force of the planet. She can inflict Incredible damage to a target at a range of five areas.

EQUIPMENT:

Zaladane has used a wide variety of items in the past. They include the following:

- ***The Black Lotus:*** A plant with a scent that has a Monstrous stunning ability.
- Fire Bombs of Remarkable fire damage.
- The High Evolutionary's air car, capable of Amazing air speeds, with Excellent Control, Excellent Body, and Good Protection.
- Pteranodon capable of flying at Excellent speeds, with the following stats:

F A S E R I P
EX EX GD EX FE FE FE
Health: 70

Talents:

Martial Arts D and E, Leadership, occult Lore (Savage Land), Genetics, Devices of ancient races such as the Atlanteans and the Deviants).

Contacts:

High Evolutionary, Savage Land Mutates.

Additional Notes:

Role-Playing Notes:

Zaladane is obsessed with Garokk, the Petrified Man, and the conquest of the Savage Land. She is an extremely ruthless villainess, enslaving the citizens of the Savage Land to do her bidding. It is difficult to predict her strategies, as her motives and history are very vague, which gives her an advantage over the heroes who choose to oppose her.

History:

Zaladane's early history remains a mystery, but she claims that her real name is Zala Dane, and that she is the sister of the mutant Lorna Dane. How she came to be in the Savage Land and how she became the Sun People's queen and high priestess is still unknown.

Zaladane was the high priestess of the Sun God of the Savage Land, Garokk. She declared that the time of the Sun God had arrived and that the armies of the Sun People must go to war to honor their god.

Five centuries previous to this, a British sailor drank a strange liquid while in the Savage Land. This liquid conferred on him immortality and superhuman powers and transformed him into Garokk, the Petrified Man. The upcoming war was revealed to Garokk in his dreams and he contacted Ka-Zar to help prevent the war. When they arrived in the Savage Land, Garokk proclaimed himself, destroyed all of Zaladane's weapons, and stopped the war.

In an attempt to control Garokk, Zaladane infuriated the now-mad Petrified Man, causing a battle. Garokk ended up being immersed in the liquid that gave him his powers originally, which killed him.

Months later, Zaladane began her conquest of the Savage Land again, by resurrecting Garokk within the body of a different man. She painted the chest of a prisoner named Kirk Marston with oil made from the ashes of the Petrified Man. Garokk was reborn and Zaladane was his chief advisor, as they tried to bring peace to the Savage Land by forcing everyone to live in a city of Garokk's construction. Ka-Zar and the X-Men wrecked the plans of Garokk and Zaladane. Garokk was lost, last seen falling down a seemingly endless pit. Zaladane disappeared.

She resurfaced again much later, this time as an aide to the High Evolutionary, as he restored the now destroyed Savage Land to its former state. He was using Zaladane for his own purposes even as she was using him to gain power once again in the Savage Land. She came face to face with the X-Man Havok during this time, who found her strangely familiar looking. This adds support to Zaladane's claim of being Lorna Dane's sister, because Havok may have been noticing a family resemblance to Polaris.

Zaladane remained out of most of the action fighting the being Terminus, content with the power that had become hers as the High Evolutionary's second in command. She began her association with the Savage Land Mutates at this point.

More recently, Zaladane had her sister, Lorna Dane, captured and brought to the Savage Land, where Zaladane stole Lorna's superhuman powers of magnetism and infused them into her own body. Her army of natives were being controlled for her by the mutate known as Worm. Once again, Ka-Zar and the X-Men battled Zaladane and rescued the Savage Land's citizens from Worm's powers.

Zaladane rebuilt her army and set up six towers, each located above a primary nexus of the earth's magnetic field. They were to be used as amplifiers, so she could tap into the Earth's magnetic field and become one with it. It would wreak havoc across the globe, and would also cause catastrophic damage to the biosphere.

Nick Fury, Ka-Zar, Magneto, and Rogue teamed up to stop Zaladane's plans. She managed to capture Magneto and drain some of his power away before the others broke into her citadel. During the ensuing battle, Magneto managed to re-hook himself to the machine that had leeched away his and Lorna Dane's powers.

Zaladane lost and paid the price for failure. Magneto made sure that she would never be able to attempt world conquest again by impaling her with multiple spears of metal and killing her.

Author:

Norseman, Dec 1998

Sources:

Zeus

Statistics:

F	MN(75)
A	AM(50)
S	SH X(150)
E	SH X(150)
R	IN(40)
I	UN(100)
P	SH X(150)
Health:	425
Karma:	290
Resources:	UN(100)
Popularity:	40

Background:

Real Name: Zeus
Occupation: Supreme Monarch of Olympus
Legal Status: Not recognised by any Earth-bound agency.
Identity: Believed to be mythical by the general public of Earth
Place of Birth: Unknown
Marital Status: Married
Known Relatives:
Hera (wife)
Base of Operations: Olympus
Past Group Affiliations:
Present Group Affiliation:

Known Powers:

Immortality:
Cl 1000 Unlike other gods of Olympus, this power applies to Zeus no matter what plane of existence he is on. Moreover, he has the authority to strip this power from other members of the pantheon.

Invulnerability:
In (40) resistance to any kind of damage.

Regeneration:
Sh Z (500)

Resistance to Disease:
Cl 1000

Electrical /Energy Generation:
Un 100

Interdimensional Teleportation:
Sh X (150)

Shapechange:
Un (100)

Precognition:
Although Zeus is capable of seeing millennia into the future, he is curiously unable to see more specifically than major events and general trends.

Granting of Power:
The granting to mortal beings or objects with supernatural powers or abilities. Zeus cannot enhance any person or object by more than 100 points of attributes or powers.

Talents:

Mystic Background
Leadership

Contacts:

Additional Notes:

Role-Playing Notes:

Zeus embodies all the attributes of rulership: arrogance, wisdom, authority, dignity, and so forth. Zeus is not quick to anger, but his wrath is most terrible of all Olympians once it is called forth.

History:

Author:

Gary Hall, Jan 1999

[history req.]